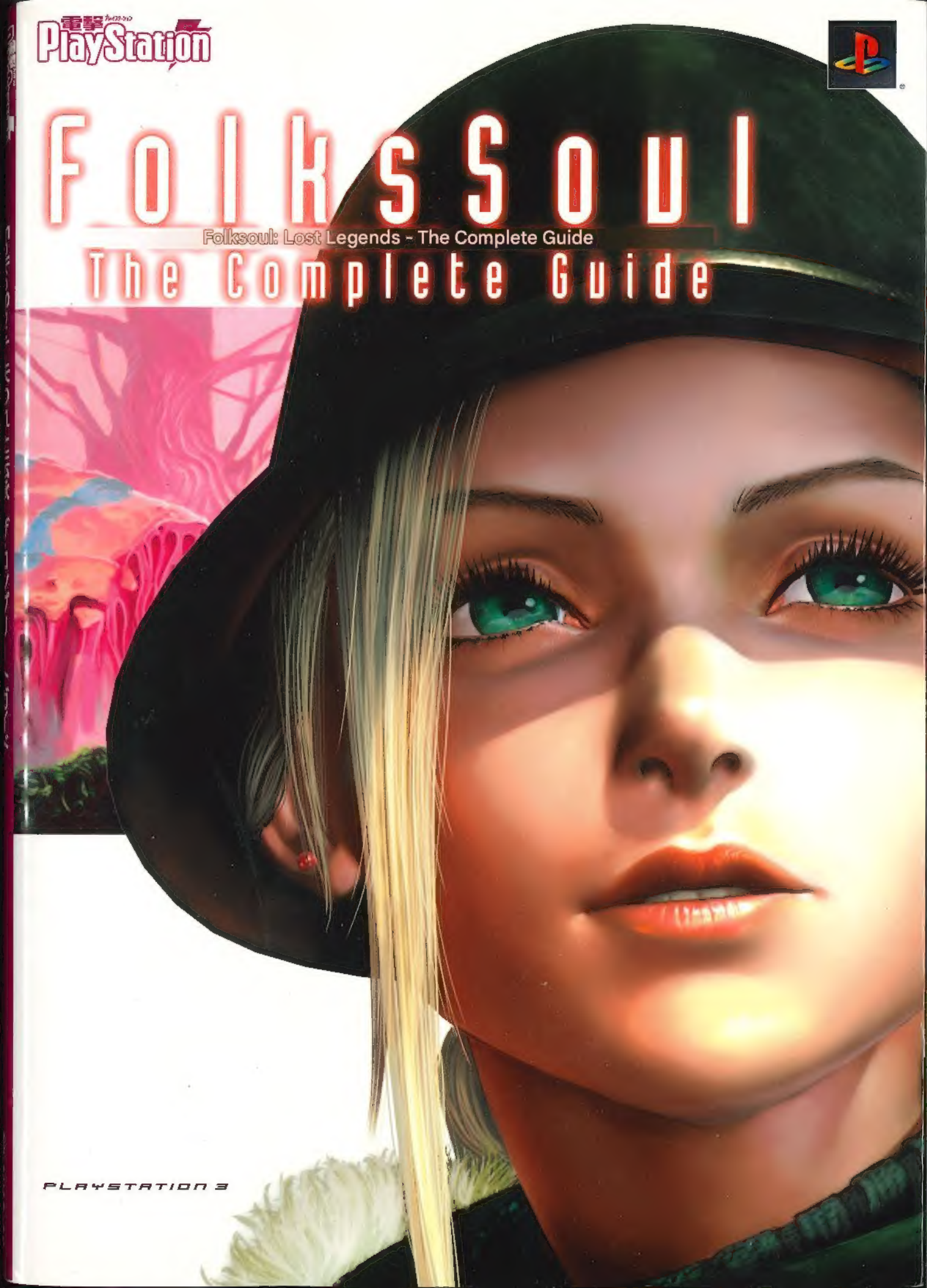
電撃PlayStation



FolksSoul

Folksoul: Lost Legends - The Complete Guide

The Complete Guide

PLAYSTATION 3

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PLAYSTATION 3

電撃PlayStation
FolksSoul 失われた伝説 コンプリートガイド

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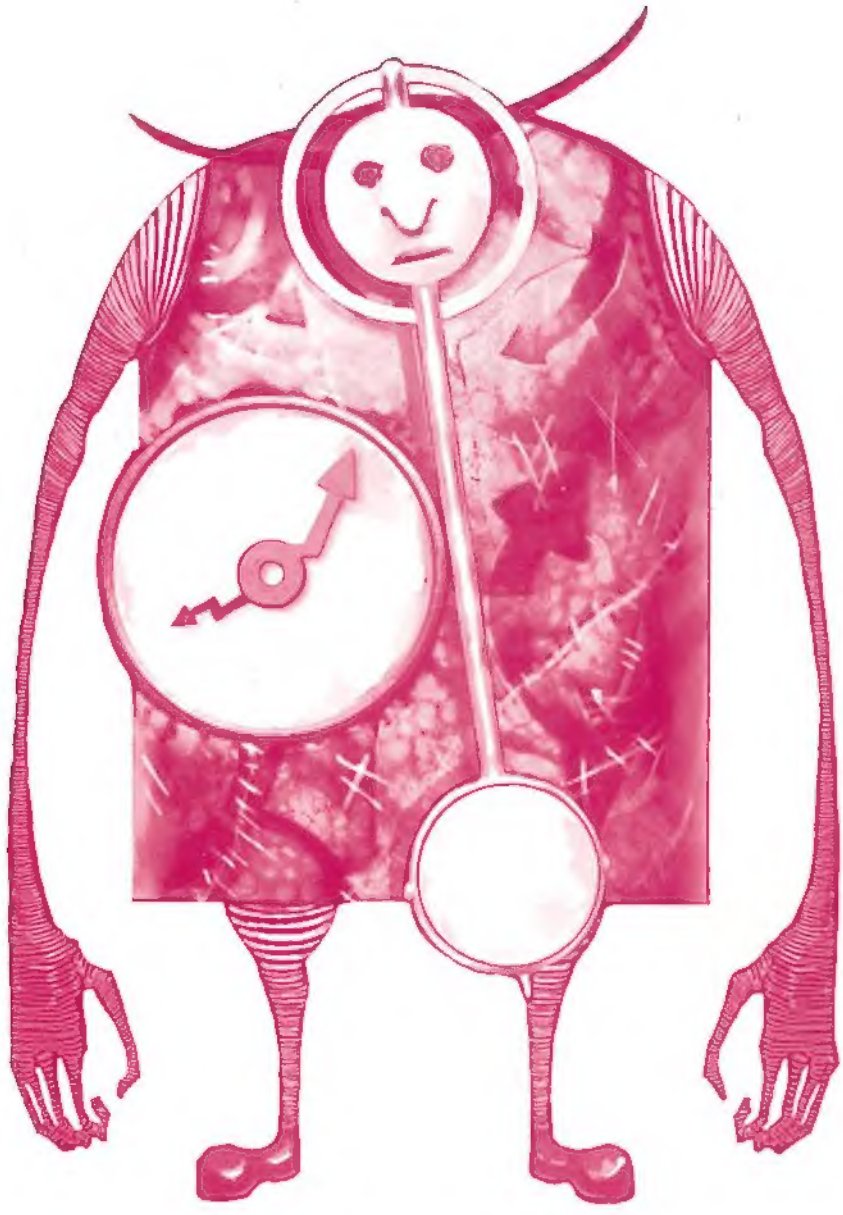

Folks Sauce

Folksoul: Lost Legends - The Complete Guide

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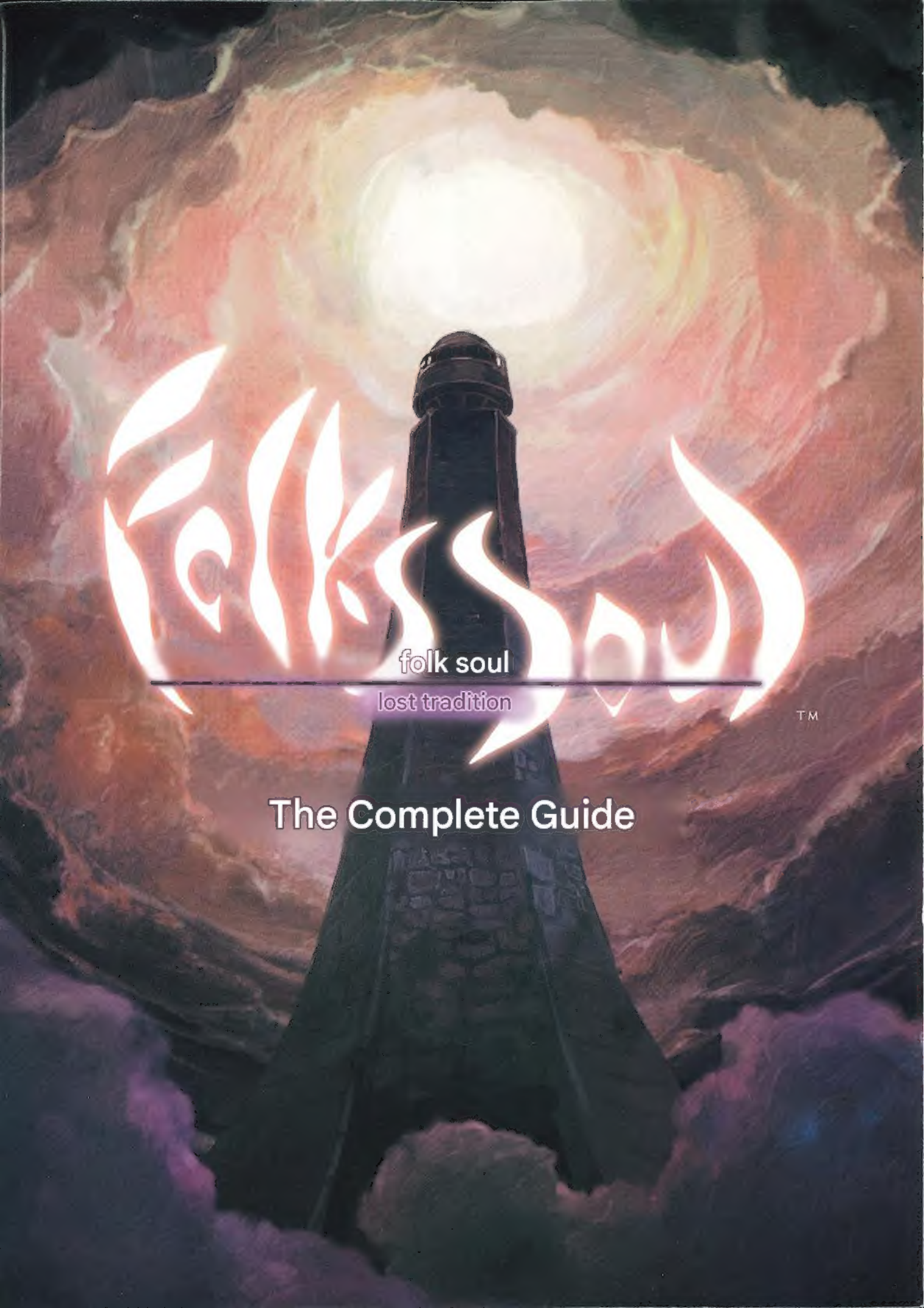

folk soul
lost tradition
™
The Complete Guide

Story

Long ago, it was believed that the world of the living, the "real world," and the world of the dead, the "other world," were connected, and that the living frequently traveled between these two worlds.

The legend persists in the remote European village of Remrick, which has now become a deserted village with only a few inhabitants living there. Although some are drawn to the legend and visit, the land route to the village has been cut off, making it truly an isolated island cut off from the outside world.

One night, a ship approached the village. Ellen, a young girl, was heading towards the place where she had promised to reunite with her mother, who was supposed to be dead, clutching a letter she had received from her mother.

At the same time, Keats, a journalist for a third-rate occult magazine, received a phone call: "Help... I'm being killed by fairies... in Remrick village..."

An inexplicable coincidence brings the two together in a village where one can meet the dead. They have no idea what awaits them in this land, or where their destiny lies...

Ellen エレン

University student, 22 years old, 159cm, 45kg

Having lost both her parents at a young age, she grew up in an institution. She has almost no memories of her parents, only faint recollections of playing with her mother. Following a letter she received from her mother, whom she believed to be dead, she visits a village where she accidentally witnesses a murder. As she investigates the case, she learns the truth about her own past.

keats

Magazine journalist, 27 years old, 178cm, 73kg

Despite being a reporter for the occult magazine "Unknown Realm," he doesn't believe in the supernatural at all. When he receives a strange phone call asking for help just before a deadline, he visits Remrick Village, looking for a story despite his skepticism. There, he and Ellen witness a murder and begin their own investigation.

Keyword

Otherworld

The Otherworld is a world that embodies the "afterlife" imagined by the living. When a living person dies, their soul is said to reach the Otherworld and eventually be purified. There are said to be as many Otherworlds as there are stars, and as Ellen and her friends investigate the incident, they end up visiting seven Otherworlds, including the "Fairy World" and the "War World."

communicator and follower

Remrick Village is a point of contact between the real world and the other world, and those who possess the ability to wear special clothing called Spirit Garments, known as messengers, can freely travel between the village and the other world. Ellen has the potential to be a messenger, and guided by Scarecrow from Half-Life, whom she meets while investigating the incident, she dons a Spirit Garment.

The messenger is a single individual chosen to represent the living. Therefore, there cannot be multiple messengers in the same era.

When a messenger is chosen, a servant is simultaneously selected to assist them. Although servants cannot wear spiritual garments, their abilities are almost identical to those of the messenger. When Ellen became a messenger, her chosen servant was Keats, who was guided by Bergae of Half-Life. What kind of relationship do Ellen and Keats have...?

Half-Life

When night falls on Remrick Village, Half-Life appears. Half-Life is an intermediate being, neither living nor dead, that is the embodiment of the souls of those who died with various regrets and the emotions of the living. They are often found in the village pub and provide Ellen and her friends with various pieces of information.

Residents of Remrick Village

Even in the now-deserted village of Remrick, a very small number of villagers still make a living. Some of them have visited the village to research its legends and have ended up staying in vacant houses. Ellen and Keats also rent a vacant house in the center of the village and continue their investigation into the incident.

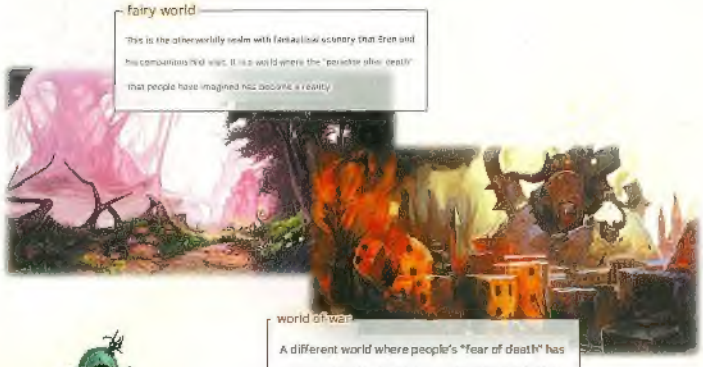
forks

When the souls of the dead reach another dimension and lose their sense of self, they become monsters called Folklore, and begin to attack messengers. When これて、 these souls gather together, they form an even more powerful Folklore.

The messenger, through the power of their spiritual garment, can absorb the soul energy "ID" that Fawkes possesses. The absorbed ID can then be used as the messenger's own power. Furthermore, servants who possess the same power as the messenger also have the ability to absorb and utilize ID.

resident of another world

Apart from the Fawkes, there are also creatures that arose naturally in the other world. They are completely different from the Fawkes, which are transformed souls of the dead, and they possess high intelligence. In the fairy world, which Ellen and her friends first visit, the inhabitants in the form of fairies and the Fairy King who leads their group appear and become involved in their actions.



fairy world

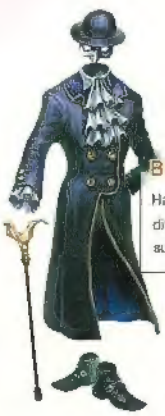
This is the otherworldly realm with fantastical scenery that Ellen and his companions first visit. It is a world where the "paradise after death" that people have imagined has become a reality.

world of war

A different world where people's "fear of death" has manifested itself. The inhabitants are divided into two factions, fighting each other without any purpose.

Scarecrow

Half-Life is Ellen's first encounter with the otherworldly beings and guides her to the fairy realm.



Belgae

Half-Life leads Keats to another dimension. His words and actions suggest that he serves someone.

villagers

From left to right are Suzette, a young girl who recently arrived in Remrick village; Dr. Lester, who used to treat the villagers at the church; and Harrietta, who is confined to a wheelchair after an accident. None of them are willing to talk much about the events or legends.

フォーク

The ultimate fate of the souls of the dead. They generally have low intelligence and do not understand language.

fairy king

The ruler of the fairy world. He seeks the cooperation of Ellen, the messenger, and attempts to travel to other dimensions himself, but his purpose remains unknown.

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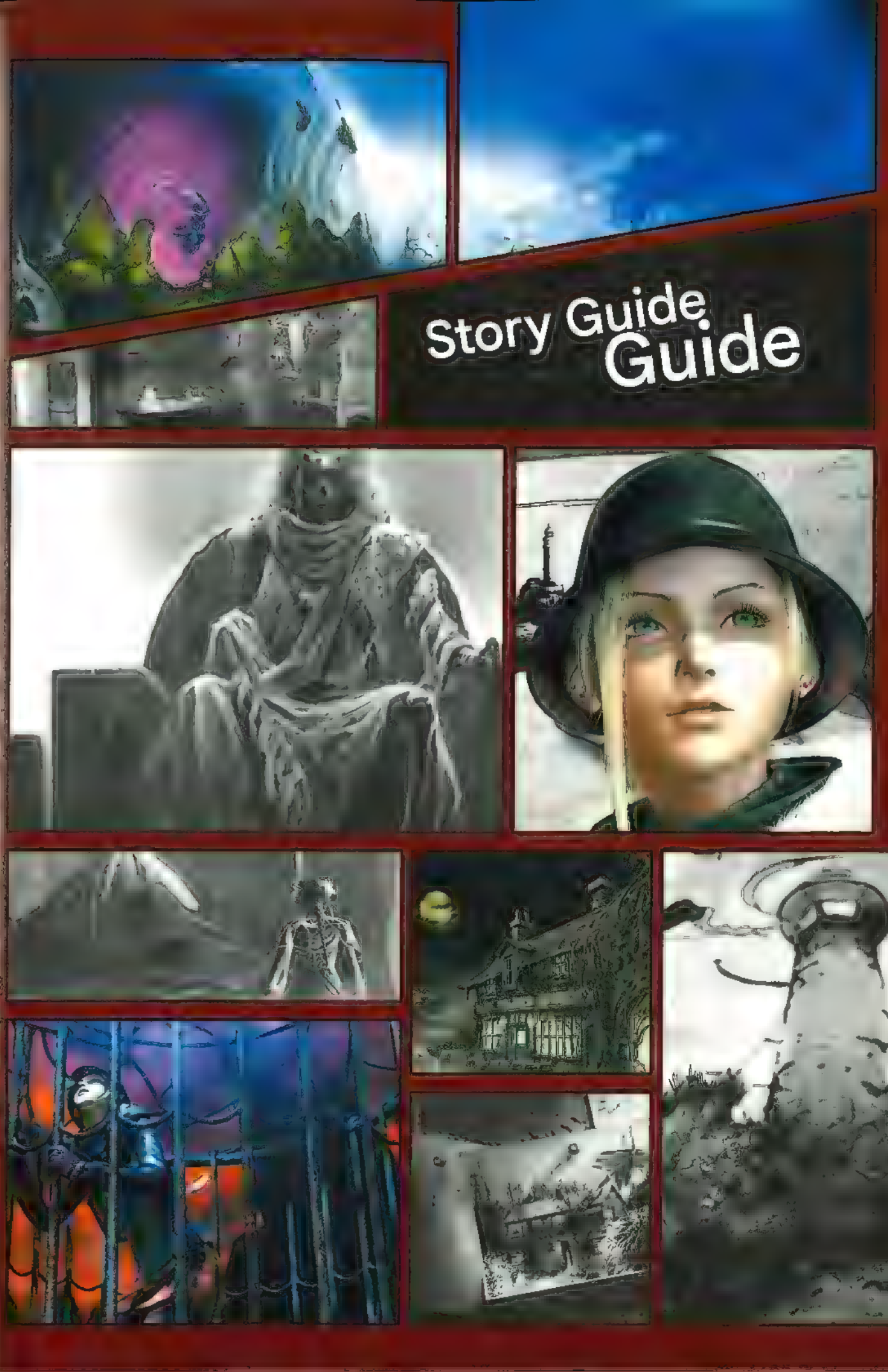
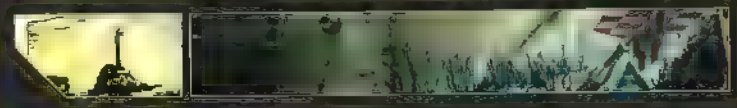

Story Guide
Guide

Game system explanation

Explanation of the Game System



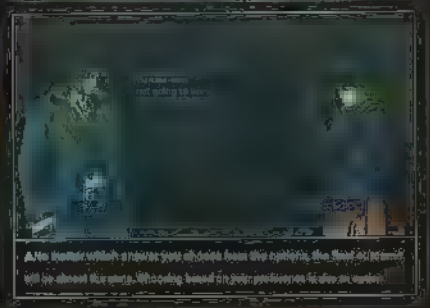
How to play the game

The story takes place in the village of Remrick, where a legend persists that one can meet the dead. Players control two characters, Ellen (female protagonist) and Keats (male protagonist), as they attempt to unravel the mystery from their respective perspectives.

The story is divided into a prologue and seven chapters, and you progress to the next chapter each time you complete an investigation. Here, let's learn about the protagonist's characteristics and how to clear each chapter.

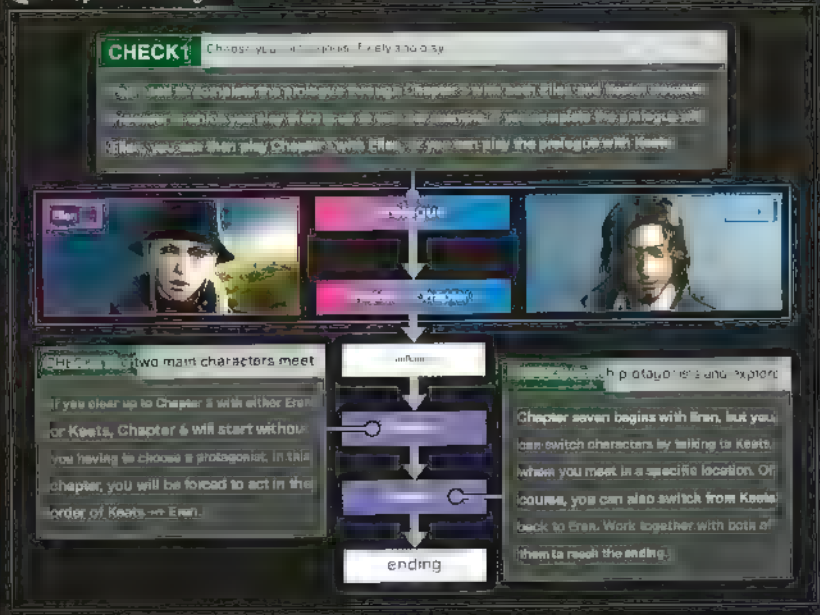
Approaching the truth of the incident from the perspectives of both the male and female protagonists.

From the prologue to Chapter Five, the two protagonists will progress through the story separately. Once both protagonists complete Chapter Five, they will merge, and from Chapter Six onwards, they will cooperate to tackle the final mystery. Until they merge, you can freely choose which protagonist to play as, but there are times when the actions of the second protagonist will change depending on the choices made by the first protagonist. When a choice appears, please check the impact on the walkthrough page in this book before making your selection.



No matter which answer you choose from the options, the flow of events will be almost the same. Choosing based on your preferences is also a matter

Flow up to the ending


CHECK!
prologue
two main characters meet
ending
Chapter seven begins with Ilian, but you can switch characters by talking to Keats when you meet in a specific location. Of course, you can also switch from Keats back to Eren. Work together with both of them to reach the ending.

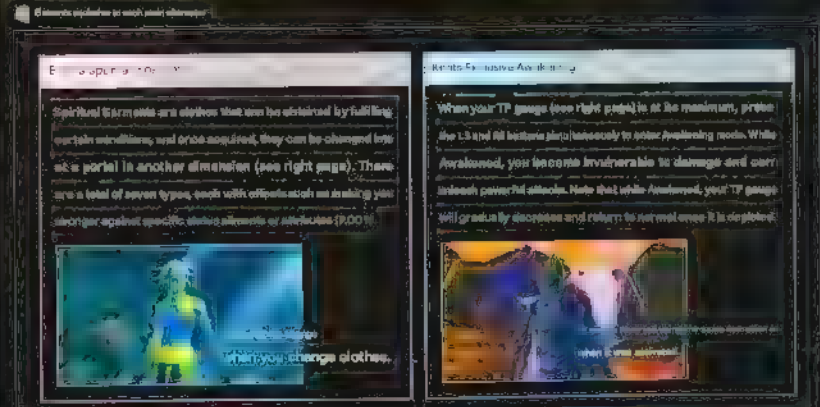
The difference between Eren and Keats

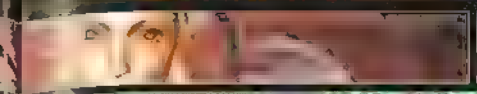
While Ellen and Keats share the same basic controls, they differ significantly in other aspects. This difference is particularly noticeable when exploring other dimensions (see the right page), where the types of Folks (enemies) that appear and the items you can obtain are different. Be sure to understand the unique characteristics of each character, including the exclusive elements shown on the right.

The types of folks that appear are different.

The actions and attributes of the Folks being used (P.010) differ.

The MC gauge (see right page) has a different recovery mechanism. Ellen's recovers gradually over time, while Keats's fully recovers all at once after a certain period of time.


Spiritual Garments are clothes that can be obtained by fulfilling certain conditions, and once acquired, they can be changed into at a portal in another dimension (see right page). There are a total of seven types, each with differences in making you stronger against specific Folks, elements or attributes (P.009).
When you change clothes.
When your TP gauge (see right page) is at its maximum, press the L3 and R3 buttons simultaneously to enter Awakening mode. While Awakened, you become invulnerable to damage and can unleash powerful attacks. Note that while Awakened, your TP gauge will gradually decrease and return to normal once it is depleted.
When Awakened.



This action-adventure game takes you between the real world and a fantastical otherworld as you investigate the mystery of an inexplicable incident that occurred in the abandoned village of Remrick. Acquire basic exploration skills and survival techniques for combat in the otherworld to guide the two protagonists to the truth behind the incident.

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The process of completing one chapter

As you explore Remrick Village and investigate the incident, you will be able to travel to another world (the afterlife). In this other world, Fawkes (enemies) will attack you to block your path, so you must eliminate them as you proceed. Let's aim for it. And when you defeat Folklore, the boss at the very back of the other world, you will obtain new information, the investigation will progress and the chapter will end. There are a total of seven other worlds, and you will explore a new one in each chapter.

Checkpoints to clear

CHECK1 Start from Remrik village

The investigation into the incident will be based in Remrick Village. Each chapter basically starts in the village, and the investigation progresses by talking to the residents to trigger events and obtaining event items.

Explore the village to gather information.

CHECK2 Exploring by switching between day and night

The protagonists have temporary lodging in the village, where they can save their game and switch between day and night by taking a rest (P.015). The villagers change between day and night, and the information they receive and the events that occur also change. In addition, the types of quests (requests) that can be received at the village pub also change depending on whether it is day or night (P.054).

What is quests?

You can progress through the story without accepting quests, but completing them will reward you with items and items. Furthermore, secrets of characters involved in the case may be revealed during quests, so try to complete them actively.

CHECK3 From the entrance to another world

After obtaining certain event items and continuing your investigation, an entrance to another world will appear in the village at night (P.015). Seek new information and venture into the interior of the other world.

From the entrance to another world

CHECK4 Absorb Fawkes' ID

In the other world, there are Fawks that attack the protagonist. If you weaken any Fawk by hitting it with an attack, you can absorb its ID (id), and the absorbed Fawks can then be used by the protagonist as a means of attack or defense (P.010). Furthermore, by fulfilling certain conditions, you can also strengthen the absorbed Fawks (P.011).

Fighting enemies as you venture into the depths of another world

CHECK5 3 gauges that affect battle

Three types of gauges (two in Eira's case) are displayed in the upper right corner of the screen. All of them contain essential information for combat, so be sure to learn how to interpret them.

1. HP Gauge. It decreases when you take damage from enemies, and the game ends when it runs out. 2. MC Gauge. It is consumed when you use Forte, and recovers over time. 3. IP Gauge (Keats exclusive). It fills up when you absorb Fawkes' ID, and when it's full you can awaken. It gradually decreases while awakened.

CHECK6 [illegible]

EXP is only gained when you absorb Fawkes' ID (P.011). Each time you accumulate a certain amount of EXP, your rank increases, your maximum HP increases, and your HP is fully restored. The amount of EXP needed to reach the next rank can be checked on the status screen, which can be accessed by pressing the SELECT button.

CHECK7 Save and recover with portal

There are multiple portals (save points) in the other world. Interacting with them allows you to save your game, recover HP, warp between portals (P.035), and change your spiritual attire. Be sure to save and recover HP whenever you see one. You can also return to the village from a portal.

CHECK8 You can continue even if you fa[illegible]

If the protagonist's HP runs out, they collapse on the spot and it's game over. However, if you choose "Continue" at this point, you can restart from the last portal you examined without losing any of the Forks or items you've acquired.

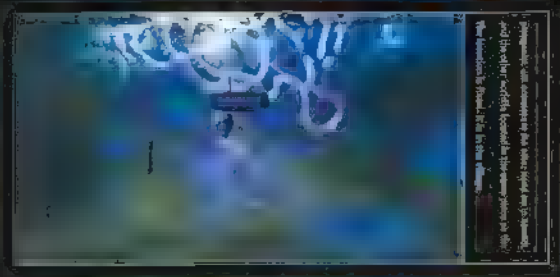
CHECK9 Defeat the boss Folklore

Deep within the other world lies a Folklore (boss), and absorbing this enemy's ID completes the objective for that chapter in the other world. After that, you can return to the village and continue your investigations to clear the chapter.

Defeat Folklore to clear the chapter.

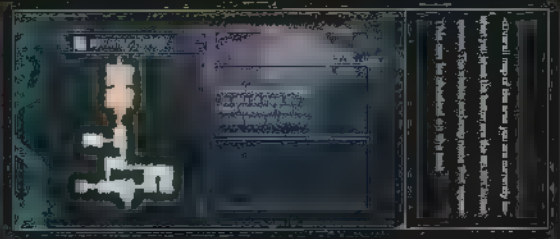
"Learn the basics of exploring other worlds."

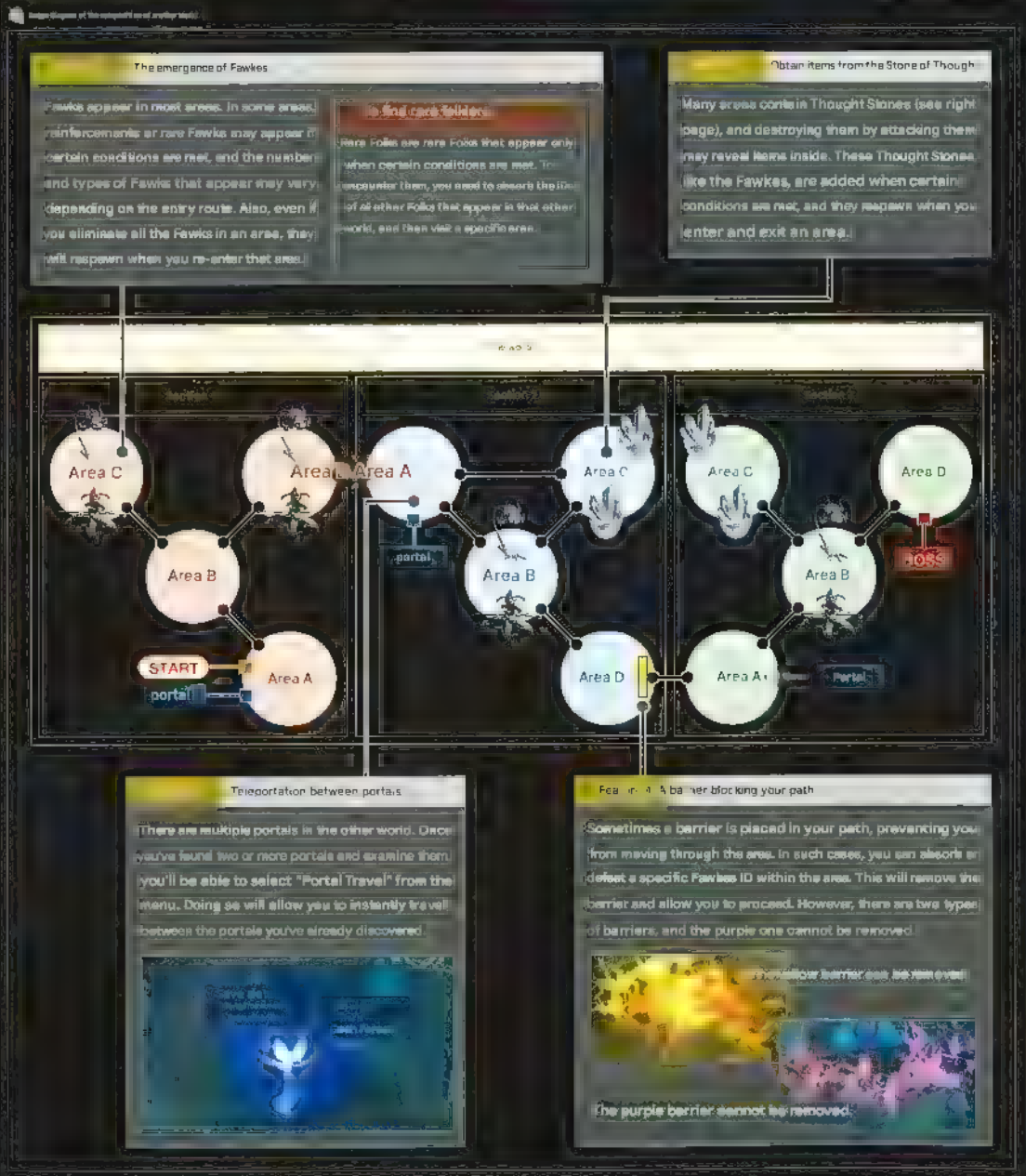
While exploration in Remrick Village proceeds without major obstacles, the other world is a different story. Various enemies and traps await the protagonist. To explore smoothly in such a situation, it is essential to first understand the structure of the other world. Furthermore, you should also understand the mechanism of the Thought Stones (see the right page) and how to use the items hidden within them. Incidentally, even if you have already cleared an other world, you can visit it again and again by re-entering the entrance that appears in the village at night.



"The other world consists of multiple areas."

The other world is basically divided into about three sections, each with its own map name. Each section consists of several areas, and the screen changes each time you move between areas. The types of Forks that appear and the types of Thought Stones that are placed are determined for each area. In addition, some areas have portals and barriers. Please refer to the diagram below for details on their mechanisms and characteristics.




The emergence of Fawkes
Fawkes appear in most areas. In some areas, reinforcements or rare Fawkes may appear if certain conditions are met, and the number and types of Fawks that appear may vary depending on the entry route. Also, even if you eliminate all the Fawks in an area, they will respawn when you re-enter that area.
Find rare Folks!
Rare Folks are rare Folks that appear only when certain conditions are met. To encounter them, you need to observe the behavior of all other Folks that appear in that other world, and then visit a specific area.
Obtain items from the Stone of Thought
Many areas contain Thought Stones (see right page), and destroying them by attacking them may reveal items inside. These Thought Stones, like the Fawkes, are added when certain conditions are met, and they respawn when you enter and exit an area.
Area C
Area A
Area B
START
portal
Area D
Teleportation between portals
There are multiple portals in the other world. Once you've found two or more portals and examine them, you'll be able to select "Portal Travel" from the menu. Doing so will allow you to instantly travel between the portals you've already discovered.
A barrier blocking your path
Sometimes a barrier is placed in your path, preventing you from moving through the area. In such cases, you can absorb or defeat a specific Fawkes ID within the area. This will remove the barrier and allow you to proceed. However, there are two types of barriers, and the purple one cannot be removed.
The purple barrier cannot be removed.

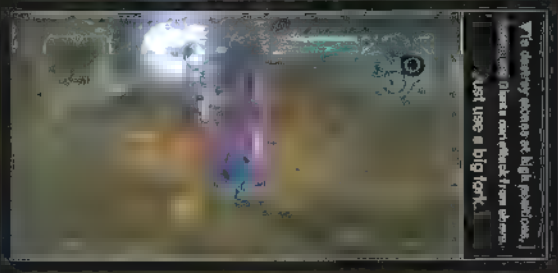
Check your surroundings with the guide map

The guide map displayed in the upper left corner of the screen shows the locations of the protagonist, the inhabitants of the other world, and Fawkes, as well as the locations of Thought Stones and portals. Fawkes and Thought Stones may be added when certain conditions are met, so be sure to check it frequently, even during battles, so you don't miss them. Also, please remember that the orientation of the displayed map is fixed, and changing the direction of the protagonist will not change the orientation of the map. Incidentally, you can toggle the display of the guide map on or off in the "System" section of the menu screen.

How to read the guide map

How to destroy the stone of thought

There are seven types of Thought Stones, and each can be destroyed by attacking it with a Fawkes of the corresponding attribute (P.010). Thought Stones mainly contain items, but some may cause Fawkes to appear. They can explode and inflict damage, so please check the contents in the strategy guide in this book before destroying them. Note that even within the same area, the types and contents of the Thought Stones vary depending on the protagonist.

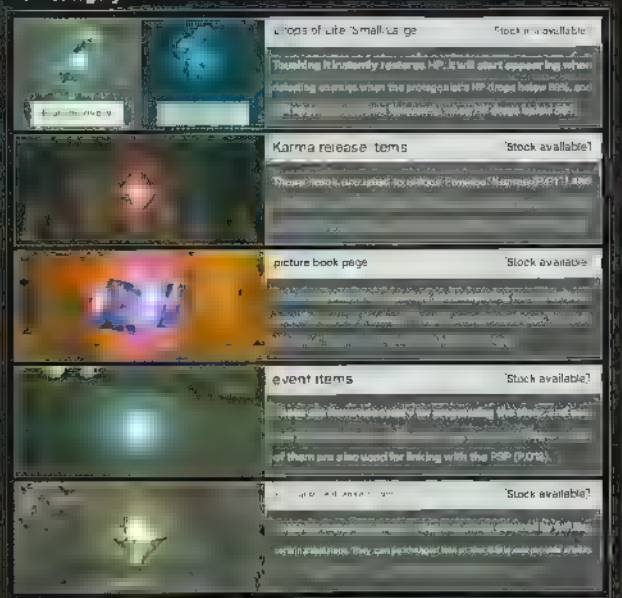


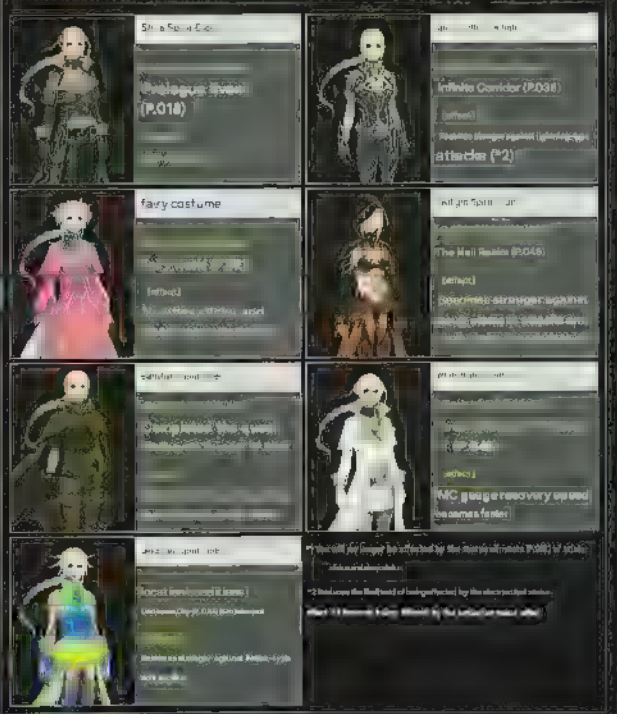
*Paralyze, Guard Barrier, Temptation, Sleep, and Sticky attributes

Various items found while exploring

Destroying the stone of Thought or attacking or defeating Fawkes (P.11) may cause items to appear. Items are categorized according to their effect, and all can be obtained simply by touching them. Only the HP recovery item, "Life Drop," takes effect immediately upon acquisition, but other items can be carried around and their effects and quantities can be checked on the menu screen that opens when you press the START button. Also, remember that items become the property of the protagonist who acquired them.

*Item category





Fight by absorbing and utilizing Fawkes' ID.

Initially, the Fawkes appear as enemies, but by absorbing their IDs, you can use them as tools for attack and defense. Every Fawk possesses an attribute, and using it allows you to unleash attacks with that attribute. It's important to note that each protagonist has their own unique attribute. Therefore, even if two Fawkes have the same name and appearance, their attributes may differ depending on the protagonist using them.

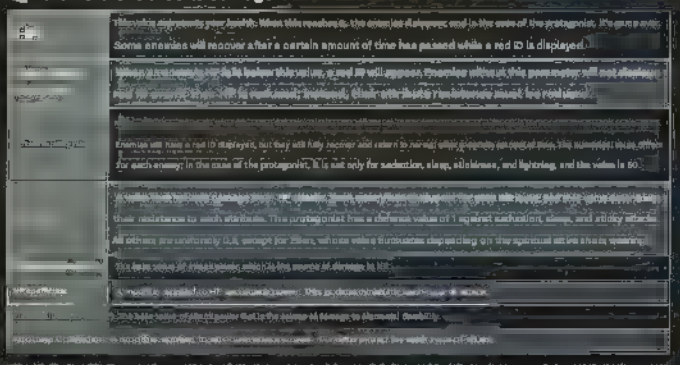
Attribute type

Weaken the enemy to make their red ID appear.

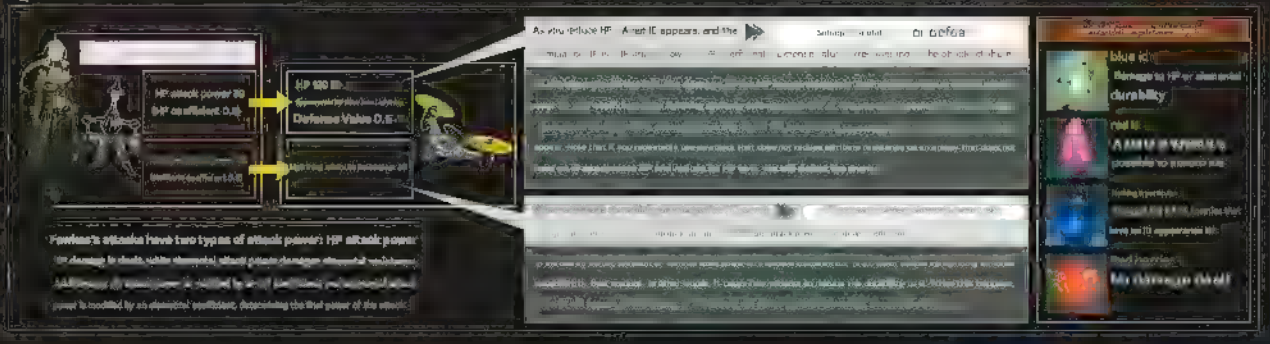
To absorb an ID, you first need to make a red ID appear from the enemy. Enemies have HP (health points) and resistance values to attack attributes. Attacking with an effective attribute will reduce one or both of these. The blue ID that appears from the enemy's body at this time is an indicator that you are dealing damage. Continue attacking until the HP falls below a certain value, or until the attribute resistance reaches 0, and the ID will change color from blue to red, making it absorbable. If a blue ID does not appear during the attack, a red ID will not appear either, so in that case, switch the attribute of your attack.

Since HP and elemental resistance are parameters that affect damage, please check the table on the right. Then, please check the damage calculation method shown in the diagram below. Note that the damage the protagonist receives from enemy attacks is calculated using the same mechanism.

Parameters related to damage


Some enemies will recover after a certain amount of time has passed while a red ID is displayed.
Enemies will have a red ID displayed, but they will fully recover and return to normal when properly exposed to fire, the surrounding area, etc.
For each enemy, in the case of the protagonist, it is set only for seduction, sleep, stickiness, and lightning, and the value is 60.
All others are uniformly 0.8, except for Eliza, whose value fluctuates depending on the spiritual attack she is wearing.
The HP displayed in the game is an estimate of attack power; actual damage is influenced by HP attack power and elemental attack power.

The mechanism by which IDs appear due to damage



To absorb the appearing IDs

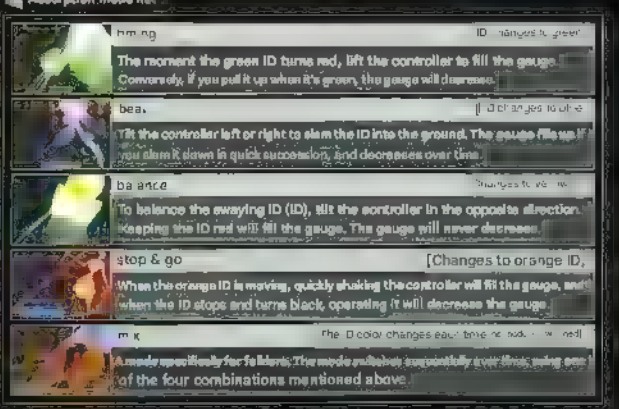
When a red ID appears, the enemy's movement stops. If you keep the enemy in your line of sight and hold down the R1 button, a line will connect the protagonist to the red ID. If you then pull up the controller, you can absorb the ID. If there are multiple red IDs in your line of sight at this time, you can connect lines and absorb them all at once. Also, in the case of some enemies, connecting a line to the ID...

When this happens, the ID's color changes and a gauge appears. This is called "Absorption Mode," and you must repeat the necessary actions before lifting the controller to fill the gauge to its maximum. Absorption Mode has a time limit, so remember the controls so you can absorb before time runs out. Note that you cannot absorb multiple enemy IDs at once when they are in Absorption Mode.

Absorption method and precautions

To absorb an ID, simply connect a line to the red ID and pull up the controller. However, the line will break if you are attacked midway, and in the case of a normal ID that is not in absorption mode, it will also break if you release the R1 button. Also, be aware that the ID will disappear if the enemy's HP or attribute resistance recovers after a certain amount of time. Incidentally, once you have absorbed an ID, you can use it indefinitely, but this is not something that the two protagonists share.

Absorption mode list


The moment the green ID turns red, lift the controller to fill the gauge.
Conversely, if you pull it up when it's green, the gauge will decrease.
Tilt the controller left or right to slam the ID into the ground. The gauge fills up if you slam it down in quick succession, and decreases over time.
To balance the swaying ID (ID), tilt the controller in the opposite direction.
Keeping the ID red will fill the gauge. The gauge will never decrease.
[Changes to orange ID,
When the orange ID is moving, quickly shaking the controller will fill the gauge, and when the ID stops and turns black, operating it will decrease the gauge.

Bonus when absorbing ID

You can only gain EXP for each Fawke when you absorb an ID. Furthermore, if you absorb multiple IDs at the same time, you will receive a multiplier [illegible] Also, for IDs that enter absorption mode, the EXP multiplier bonus is [illegible] the more you absorb at the same time, the higher the multiplier becomes. Also, for IDs that enter absorption mode, the EXP multiplier bonus is accumulated as every percentage of the time it took to reach enemy the time taken to absorb them represents. Check the table on the right to see how these [illegible] work and accumulate EXP efficiently.

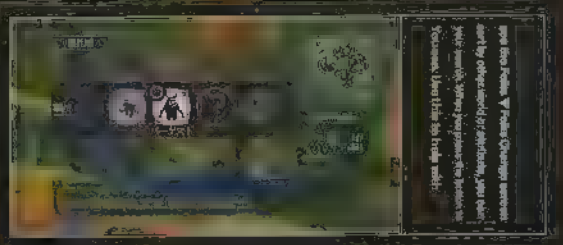
[illegible] you can get TP rewards along [illegible] and when the [illegible] if given to the [illegible]

EXP multiplier explanation (red text indicates the maximum multiplier)

[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	1	1.2	1.5	2	2.5	3	3.5	4
Inking	[illegible]	15	16.5	16	19.5	17	17.5	18	19.5
	[illegible]		3.5	3	4.5	3	1.5	1.2	1
Beat	[illegible]	16	16	17	18	20	22	24	26
	[illegible]		3.5	3	4.5	3	1.5	1.2	1
[illegible]	Elapsed time (%)	20	22	24	26	28	30	32	34
	[illegible]		3.5	3	4.5	3	1.5	1.2	1
Rave & go	Elapsed time (%)	12	13	14	15	16	20	35	24
	[illegible]		3.5	3	4.5	3	1.5	1.2	1

Use the ID-absorbed Fawkes to your advantage.

Pressing the L2 button in the Otherworld will switch you to the Forks Change screen. On this screen, you can register Forks to the palette (the four buttons ○×△●), and then press each button to use them. However, each Fork has a set amount of MC required to use, and you cannot use it if your MC gauge (maximum value is 100) is insufficient. Also, remember that you generally cannot use different types of Forks simultaneously. For information on the MC consumption of each Fork, please refer to the data pages starting on page 065.



Let's understand the characteristics of each causative folklore.

There are various types of Fawks, each with different controls, attributes, attack range, and area of effect. This means they are best suited to different situations, so after acquiring a Fawk's ID, first check its performance.

Let's do that. Also, when registering a palette, it's a good idea to register different types of Forks to each button. That way, you can handle various situations with the same palette and save yourself the trouble of having to reconfigure the registered Forks.

List of operation types

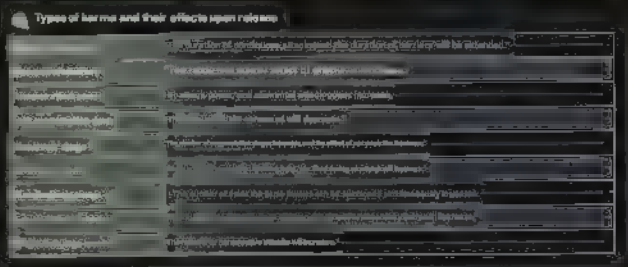
These are the types that can be summoned with just one button
press. Some of them, once summoned, will stay in place for a
while and automatically attack enemies.
Reservoir type
Holding down the button charges up power, and releasing it unleashes an attack. Charge
power increases the number of attacks and their power. Additionally, only Forks can
by repeatedly pressing the button, you can unleash a series of attacks. Depending
on the type of Fork, the attack animation from the second hit onwards will
change, and the range of the attack may also change.
long press type
Holding down the button keeps you attacking or guarding, and
releasing the button stops you. The left stick controls the attacking Forks.
Some can change the direction of their attack by rotating their weapon.

Strengthen Forks by releasing karma.

Each Fawkes has a Karma associated with it, such as increased attack power or reduced MC consumption. Karma can be unlocked by fulfilling certain conditions, such as defeating a certain number of specific enemies or using Karma unlocking items, which strengthens the Fawkes. Each Fawkes has 1 to 4 Karma items.

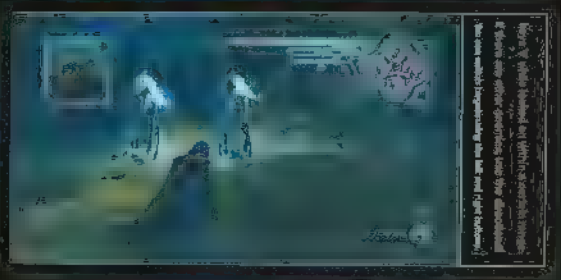
Yes, there are. However, only a limited number of them can be unlocked from the start, and each time you unlock a specific karma, more will become available. You can check the unlocking conditions on the menu screen, so once you get an easy-to-use Forks, check the karma first and use it to meet the conditions.

Types of karma and their effects upon release



Knowledge to gain an advantage in battle

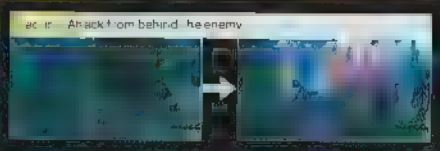
As mentioned earlier, the basic strategy in combat is to attack with attributes that are effective against the enemy, but it's not that easy to win by simply attacking blindly. You'll also need to use controls such as locking on (L1 button) to fix your view on your target to make attacks easier to land, and dodging (R2 button) to quickly avoid enemy attacks. If you take these things into account and practice fighting styles that are appropriate for the type and number of enemies, victory will naturally come closer.



How to deal with the situation

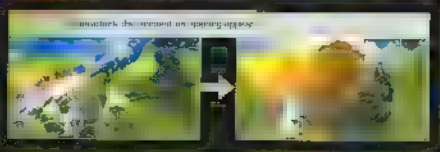
In combat, the key is to avoid taking damage. To do this, you need to master tactics that involve dodging enemy attacks while landing your own. The basic principle is to get behind the enemy. Attacking from a blind spot is a strategy. However, it's difficult to get behind a fast enemy, and you're easily interrupted by other enemies when there are many of them. Let's learn how to deal with these situations below.

One-on-one tactics



Attack from behind the enemy

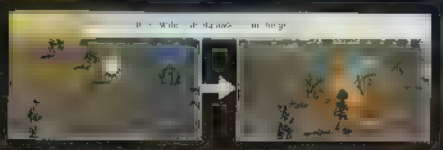
If you try to get behind them by simply moving, they often turn back to face you. In such cases, lock onto your target and repeatedly dodge while moving to the right or left. This will allow you to get behind them faster than they can turn back to face you.



Attack the enemy as an opening appears

If the enemy is fast, you won't be able to get behind them even if you use evasion. Also, if the enemy uses an all-directional attack, your back isn't safe either. In these situations, it's better to look for an opening in the enemy's movement than to try to get behind them. Many enemies have an opening after their attack, so you can withstand their attack with caution or guarding, and then counterattack the moment they stop moving.

Tactics against multiple opponents



While dodging, run away

When there are many enemies, trying to get behind them is pointless because other enemies will get in the way. In such situations, first lock onto an enemy and retreat while keeping the enemy group in front of you. Then, engage the enemies as they get closer. When doing so, it is even better to use long-range attacks and attack from a distance where the enemy's attacks cannot reach you.

Use effective attacks that inflict status ailments or knockdown

Depending on the Fawks you use, you can inflict status ailments (see right page) or knock down enemies. These statuses will stop enemy movement, making it easier to fight groups of enemies. While the enemies are immobilized, switch to a Fawk that can perform continuous attacks to quickly eliminate them one by one.

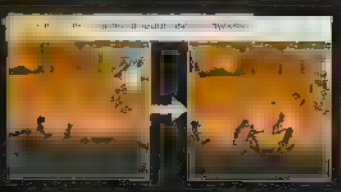
Consider combinations of forks

The Fawks you use aren't just good if they have high attack power. Even if their attack power is low, you can deal damage more efficiently depending on how you use them. The key is the combination of Fawks you use. Depending on the combination, the attacks of the Fawks can be chained together smoothly, overwhelming the enemy with a flurry of hits. Also, by using different types of Fawks at the same time, it is possible to deal massive damage in a short amount of time. When registering Fawks to your palette, it's a good idea to consider whether they can do any of these things.

Causative method by combination

Operation between Fawks

When using another Fawk immediately after an attack, there are combinations that allow for a smooth chain of attacks, enabling a continuous, one-sided offensive. Generally, Fawks that allow for consecutive attacks tend to chain together easily.



While this applies specifically to Elan, depending on the combination, it's possible to use different types of Fawks simultaneously, dealing significant damage in a short time. Fawks that linger in place for a short period after use are particularly easy to combine with other abilities.

"Securely absorb ID

During absorption modes like Beat and Balance, the line is often interrupted by attacks from other enemies. Therefore, when absorbing the ID of an enemy that enters absorption mode, eliminate all other enemies beforehand. Alternatively, with Keats, absorbing while awakened is also an option. While awakened, the line won't be interrupted even if attacked.

Know the countermeasures for status abnormalities.

When your character's elemental resistance drops to zero after being hit by an enemy attack, they become afflicted with a status ailment and become unable to move. While all of these ailments will eventually heal after a certain amount of time, you can speed up the recovery process by quickly rotating the left stick. Also, remember that the protagonist can inflict status ailments on enemies by reducing their elemental resistance to zero.

Types of status ailments (*)

Enjoying Folksoul to the fullest

In addition to the main story, this game also features menus such as "Dungeon Trial" and "Link Mode." These menus offer bonuses such as obtaining Fawks and costumes that do not appear in the main story. None of these affect the completion of the main story, but we encourage you to play them and experience the full potential of this game.

Dungeon Trial

You can upload your own dungeons via the internet and download dungeons created by other users. You earn points when you upload a dungeon or clear a downloaded dungeon, and you can obtain valuable Fawks depending on the amount of points you earn. When playing this menu, you load your save data from the main game, so you can use the Fawks that you have absorbed in that data. Also, Fawks obtained as a bonus can be used in the main game, but even if you absorb new Fawk IDs in a dungeon, you cannot use them in the main game.

Benefits based on points

Interlocking

This menu links this game with the PSP-exclusive software "Coded Soul (working title)". This linking allows you to obtain Fawkes, who do not appear in the main game, and to send specific items to "Coded Soul (working title)".

What can be done with "linking" (plans as of July 2007)

- You can get a Special version of Forke.
- A specific karma for Fawkes is added.
- You can send the [Description Fragments] (DDS) obtained in the main story to "Coded Soul (tentative name)".

Web Browser

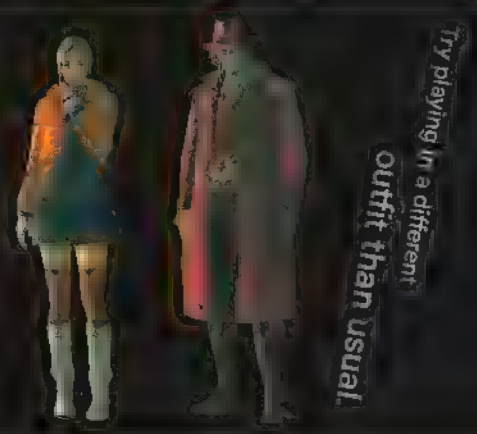
This menu allows you to view information about additional content by connecting to the game's official website via the internet. The additional content includes the following types, and is generally available for download for a fee. Note that to download, you must first return to the PS3's menu screen and connect to the "PLAYSTATION®Store" from there.

Downloadable items (as of July 2007)

- Fawkes, who does not appear in the main story (subsequent as Retro on the Fawkes Change server).
- Quests that can not be accepted in the main story.
- Costumes that cannot be obtained in the main game.

Costume

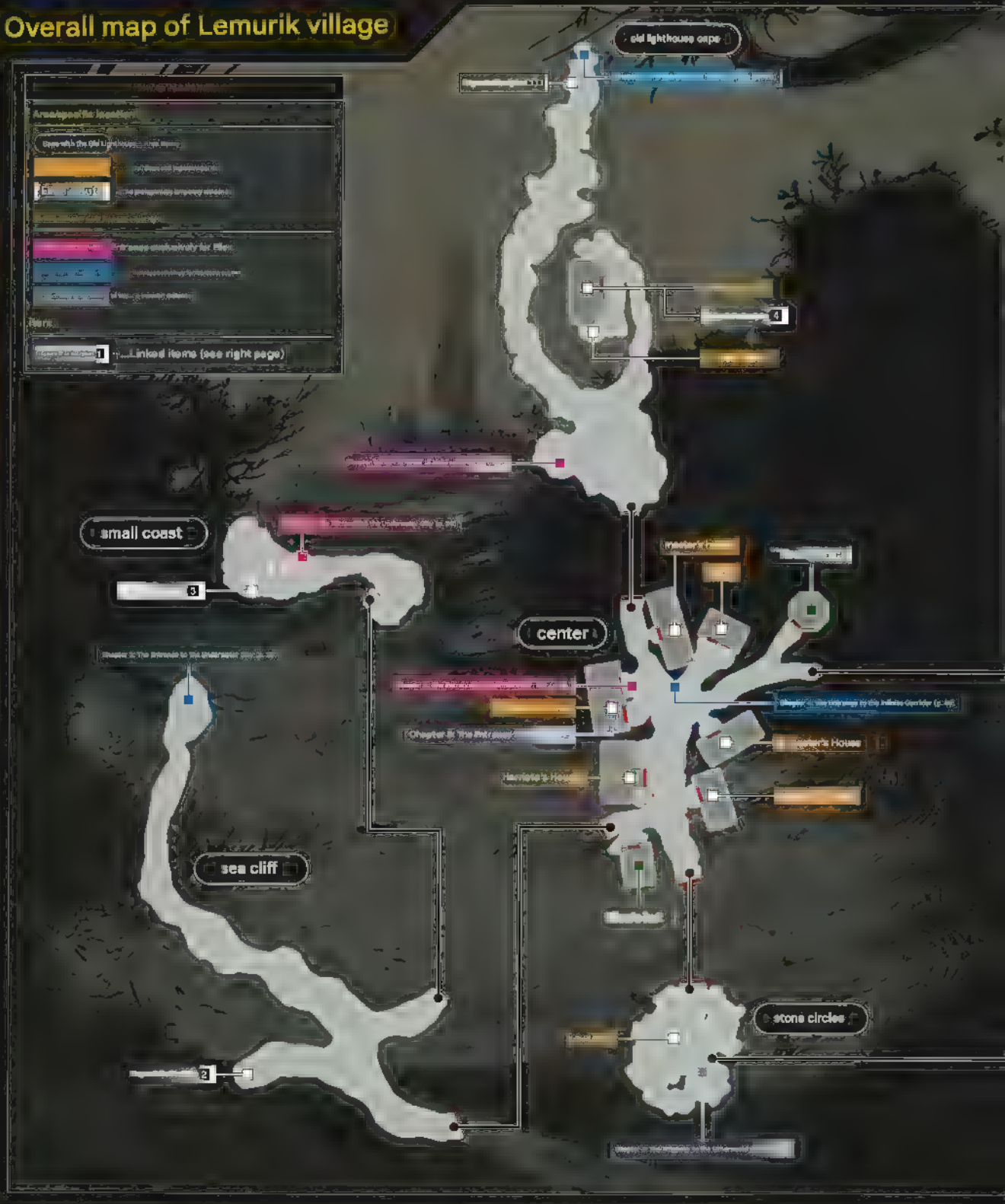
By fulfilling certain conditions in the main game or by downloading from the "PLAYSTATION®Store," you can obtain special costumes for the main character (different from spirit outfits). In "Costume," you can change into the costumes you've acquired, and changing into them will alter the graphics during gameplay in the main game. To obtain costumes in the main game, both Ellen and Keats need to collect all the Fawkes obtainable in each otherworld and quest.



Exploring Lemurik Village

Inquires into the Lemrick Village

Overall map of Lemurik village



Remrick Village is divided into nine areas, and as the story progresses, entrances to other worlds and special items will be added to each area. We have included a map showing the connections between these areas and the elements that will be added, so please use it to help you explore the village.

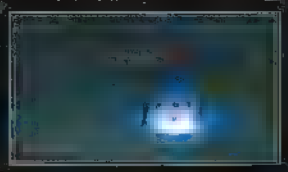
Key points to explore

Switching between day and night in temporary housing

Ellen and Keats are each staying in an empty house in the center of Remrick Village. You can save your game by examining the diary (in Ellen's case) or interview notes (in Keats's case) on the desk in your temporary homes. You can also take a break by examining the bed (in Ellen's case) or the sofa (in Keats's case). Each time you take a break, you can switch between day and night, so if you need to change the time of day during your exploration, return to your temporary home.

The relationship between stone circles and other worlds

The stone circle located south of the village center serves as a relay point between the real world and the other world. By offering specific event items obtained during the investigation to the ritual stone in the center of the area at night, entrances to the other world will appear in various locations throughout the village. Note that the three areas accessible from the stone circle—the underground area beneath the stone circle, the sacred site, and the area beyond the sacred site—are not always accessible and can only be explored in certain



Characteristics of quests

At the pub, you can accept quests by talking to the bartender across the counter. The types of quests vary depending on the protagonist and also differ depending on whether it's day or night. Initially, there are only a few types, but new ones will be added as the story progresses (P.054). Also, when the two protagonists meet and you explore the village in Chapter 7, the protagonist you're not controlling will be at the pub. If you want to switch characters, go to the pub and talk to the bartender.

Linked item: [Inscription Fragment]

As the story progresses, you'll find glowing objects in various places around the village. These are event items called "Inscription Fragments," used in conjunction with the PSP (P.013). There are five in total, and one appears at the start of each chapter from Chapter 1 to Chapter 5. Note that each fragment is assigned to a specific protagonist: Ellen has two, and Keats has three.

Location of the [Inscription Fragment]

How to read the story strategy

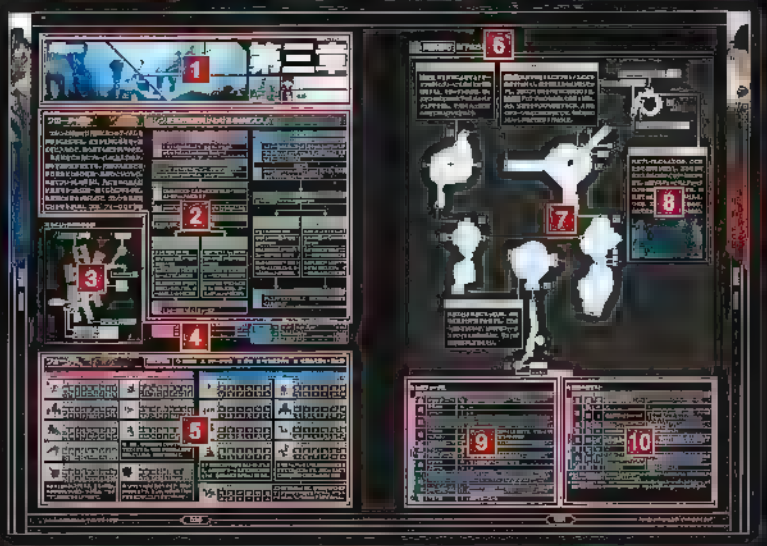
The story, consisting of a prologue and seven chapters, is tackled chapter by chapter. It's packed with information, including clearing procedures, conditions for obtaining Forks and items, and much more, so first, learn how to read the pages.

Strategy information is posted for each main character.

Even within the same chapter, the clearing procedure, the types of Fowlers that appear, and the types of items differ depending on whether you play as Eren or Keats. However, the map of the other world has the same structure for both, so there is only one map.

This section contains the main information, while other information is listed separately. Information related to Eren's story is shown in red, information related to Keats's story is shown in blue, and common information is shown in purple, so please use these as indicators to distinguish the walkthrough information.

Strategy page information

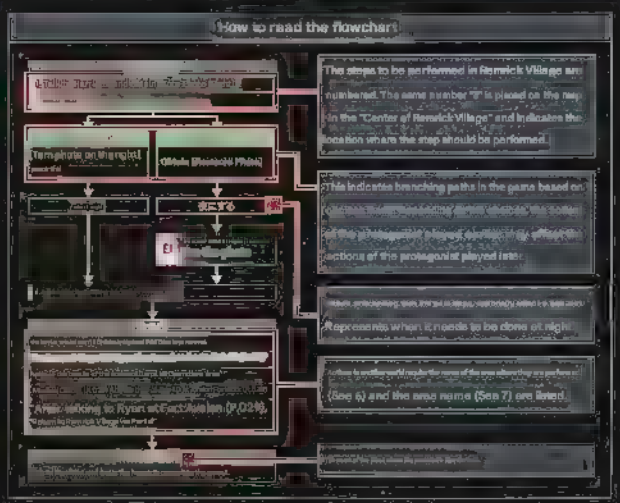


1. Other-world Name and Chapter Title

The name of the other world visited in that chapter, and the title of the chapter.

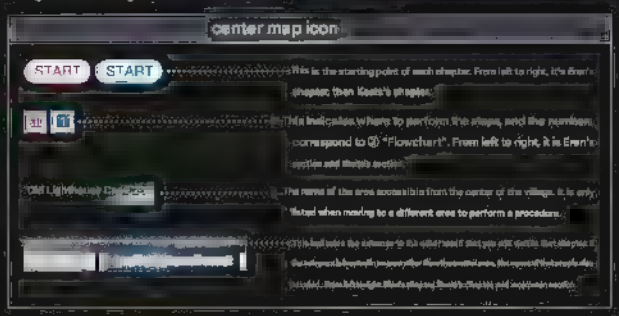
2. Walkthrough and flowchart

A flowchart outlining the steps to clear each chapter, along with its explanation. The flowchart is divided into sections for Eren's story and Keats's story (they are the same from Chapter 6 onwards). Note that the flowchart assumes that the player does not manually switch between day and night during gameplay.


How to read the flowchart
The steps to be performed in Remick Village are numbered. The same number "3" is placed on the map in the "Center of Remick Village" and indicates the location where the step should be performed.
This indicates branching paths in the game based on
actions of the protagonist played later.
A represents when it needs to be done at night.
(See 6) and the area name (See 7) are listed.

3 Center of Remick Village

The icons indicate the starting point for each protagonist and the location of the steps to be taken in Remick Village. The meaning of the icons is as follows:


center map icon
START
START
This is the starting point of each chapter. From left to right, it's Eren's chapter, then Keats's chapter.
This indicates where to perform the steps, and the numbers correspond to ⑤ "Flowchart". From left to right, it is Eren's section and Keats's section.
The name of the area accessible from the center of the village. It is only listed when moving to a different area to perform a procedure.

4 New quests

This is a list of quests that become available in this chapter. For detailed information on the conditions for unlocking these quests and how to complete them, please refer to "Quest Guide" starting on page 51.

The main characters who can accept the quest.
Quest name
Click "Consent"
P.054
The time period during which you can accept the quest.
A page listing quest names and their walkthroughs.

5 Forks

This is a simplified data set for the Fawks that appear in the other world. The data is separated for each protagonist. The order of the data is based on the order displayed on the in-game menu screen and the Fawks Change screen (when sorted in the other world).

How to read simple data
This icon is used to mark rare folklore creatures that appear when certain conditions are met.
The names of the Fawkes and their attributes when used as servants. Fawkes recommended for use as servants have their names highlighted in yellow.
...Deals damage while revealing the ID
...Inflicts status ailments while revealing IDs.

6 Otherworld names and district names

The page introduces the otherworldly realms and the names assigned to each section. The section names correspond to those displayed on the in-game status screen.

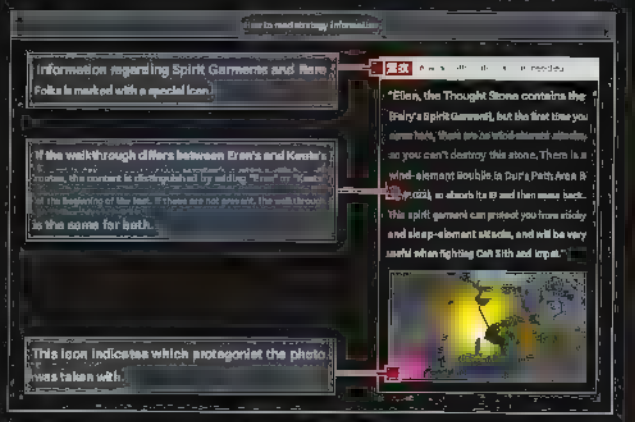
7 Area introduction

Place icons on the area map to show the connections between areas and the locations of the Thought Stones. This indicates the following. The meaning of the icons is as follows:

Otherworld map icon
Area symbols. The "Appearance of Forks" and "List of Thought Stones" sections present data separated by these symbols.
START
Portal Brahma's Tower... The location and name of the portal.
...Location where the Thought Stones appear. The
Areas blocked by a barrier. The barrier disappears once the condition for its removal are met, allowing you to proceed. Note that barriers that appear during boss battles and after defeating bosses are omitted.
Place this icon where the section changes, or where the page on which the content is displayed changes within the same section, and display the name of the destination section, area name, and page number.

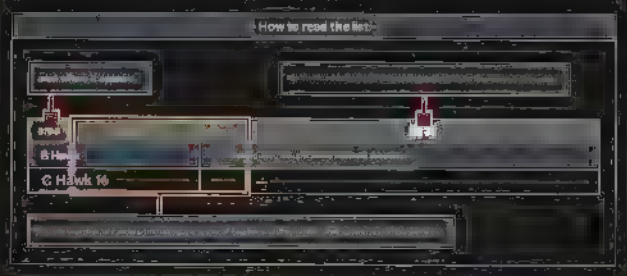
8 Strategy Information

This guide provides advice on essential actions to take to progress, as well as strategies for defeating powerful enemies. For bosses such as those in the Folklore series, types are grouped by their agreed locations, and strategies for defeating them are written mainly.


How to read strategy information
Information regarding Spirit Garments and Rare Folks is marked with a special icon.
If the walkthrough differs between Eren's and Kevin's routes, the content is distinguished by adding "Eren" or "Kevin" at the beginning of the text. If there are not any, the walkthrough is the same for both.
"Eren, the Thought Stone contains the Fairy's Spirit Garment, but the first time you come here, there are wind-element attacks, so you can't destroy this stone. There is a wind-element Boublie in Dun's Path: Area B (Forest), so absorb its ID and then come back. This spirit garment can protect you from sticky and sleep-element attacks, and will be very useful when fighting Cait Sith and Imp."
This icon indicates which protagonist the photo was taken with.

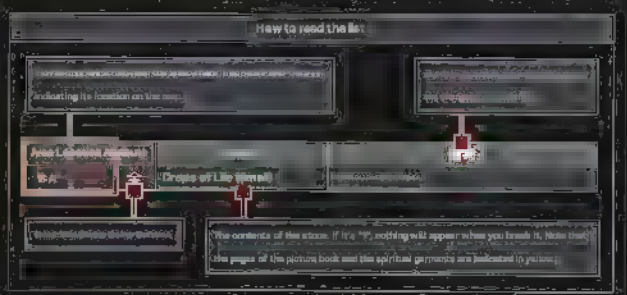
9 Appearance Fawkes

This page lists the Fawks that appear on the map, separated by the main character and area. The types and number of Fawks that appear vary depending on the entry route to the area, the Fawk's ID, and the number of times you've encountered them, so the number listed here is the highest number that would appear. Note that the appearance conditions for enemies that appear simply by progressing through the area have been omitted.

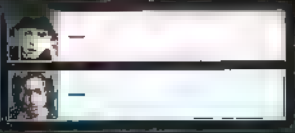


10 List of Thought Stones

This page lists the contents of the Thought Stones that appear on the map, categorized by the protagonist and area. However, some stones may not reveal the contents listed in the table even when destroyed. Additionally, the conditions for the appearance of Thought Stones may not be met depending on the entry route.


How to read the list
Drops of Life Water
The contents of the stone. If it's "-", nothing will appear when you break it. Note that the pages of the picture book and the spiritual garments are indicated in yellow.

prologue

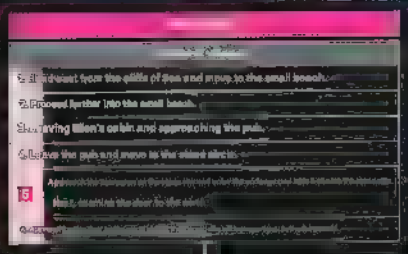


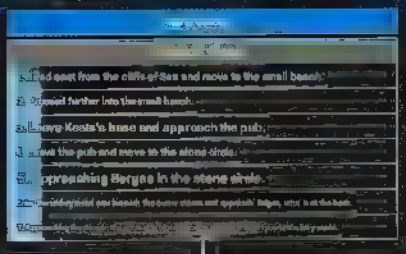
flowchart

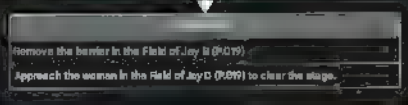
Whoever goes first will remove the barrier.

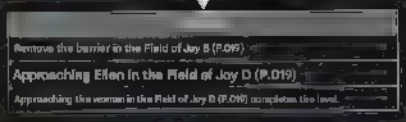
The prologue displays instructions on how to play and advice for exploring the other world. If you carefully review these, you should be able to proceed with your exploration without any problems. One important point to note is that the first player must remove the barrier in the Field of Joy Area B. The second player will already have the barrier removed and can proceed smoothly to their destination. The method for removing the barrier is the same regardless of which character you play first, so play whichever you prefer. Incidentally, enemies in the prologue do not drop karma release items when defeated.

Lemurik village center



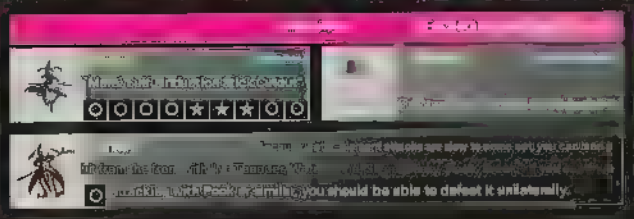


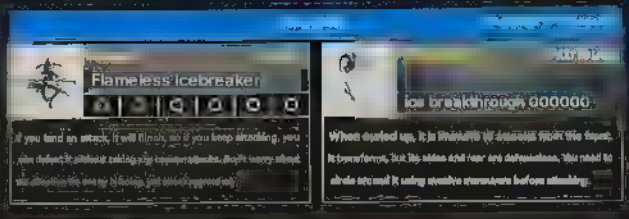




forks

Meaning of symbols: ID appears △: Damage only ×: Ineffective ☆: Status effect occurs ★: Status effect occurs + ID appears





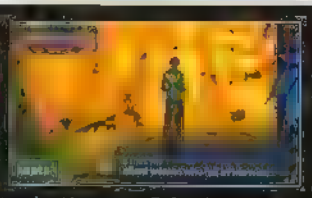
Mindset when exploring other worlds

When exploring the other world with either Ellen or Keats, you can ignore enemies and pass through areas without barriers. However, this prevents you from absorbing Fawkes' IDs and leveling up your character. In particular, the difficulty of battles against Folklore changes significantly depending on whether you can use specific Fawkes. Therefore, you should try to absorb the IDs of all enemies that appear as you progress. Similarly, try to release the karma of the Fawkes you absorb as much as possible. However, when your remaining HP is low, don't push yourself too hard and just pass through to an area with a portal.

The goal is to approach the woman near the large tree

A woman is standing on the north side of "Ellen Area D," and approaching her will end the prologue.

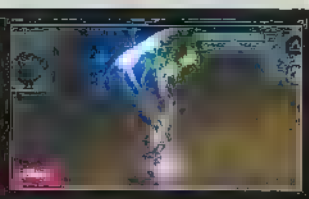
"Keats: "After approaching Ellen, who is on the north side, proceed further north and approach the woman to complete the mission."



Get + absorb Pook's ID and remove the barrier

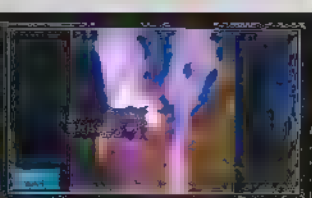
"Ellen, if you absorb the ID of Pook who is in front of you, you can deactivate both of the barriers. After that, go to Area, absorb Henky's ID, and then head to Area D."

"Keats, the method to break the barrier is the same as with Ellen. Just absorb the ID of the Pook in front of you. The only enemy that appears in Area C is Kilmuri, so you can ignore him and proceed to Area D without any problems.



Obtain Pook and Kilmoo

An event will occur when you enter "Area B," after which you will be able to use Pook and Kilmoori. Both will be automatically registered to your palette, so there is no need to register them separately on the Forks Change screen.



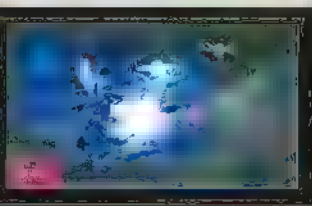
HP can be restored with [Life Drop]

The fairy world you visit in the prologue has no portals, so the only way to recover HP is to obtain Life Drops or increase your rank. Life Drops appear from the Thought Stones here, so come and get them when your HP gets low.

Keep Henky's ID hidden

Ellen Henkie appears

Only in Area C. Stop by and absorb the ID before proceeding to Area D. By the way, even if you miss absorbing it here, you can absorb it again when you return to the Fairy World in Chapter 1.



Appearance frequency

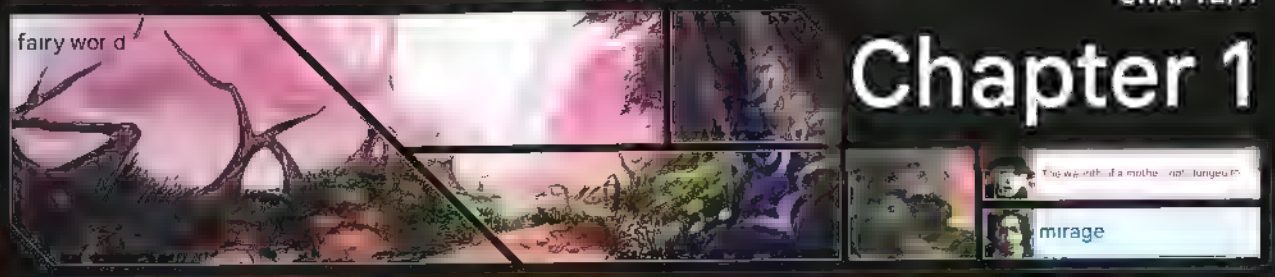
Area	Enemy	Number	Remarks
B	Pook	2	
	Henky	2	
	Kilmoori	2	
C	Pook	10	Pook will appear 2 times when you enter Area C. Pook will appear 4 times when you return to Area C.
	Henky	5	
	Kilmoori	3	

*It will continue to appear until it absorbs Pook's ID.

*Thought stone list

Area	Location description	Contents	Remarks
B			
	1 Drops of All Life Sizes		
	2 All Life Drops (Large)		
	3 All Life Drops (Small)		
C			
	1 All Life Drops (Large)		
	2 All Life Drops (Small)		
	3		

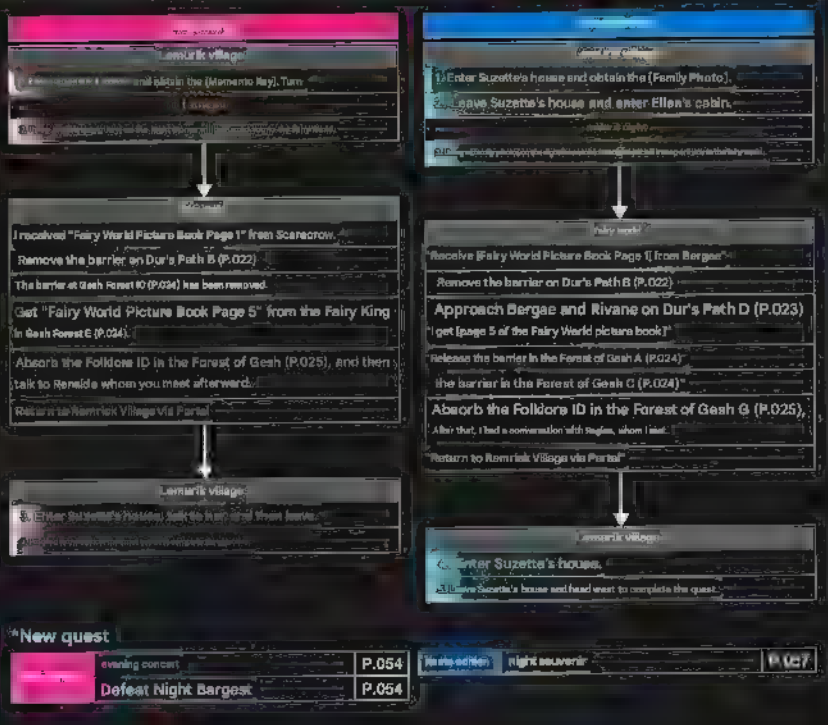
Chapter 1



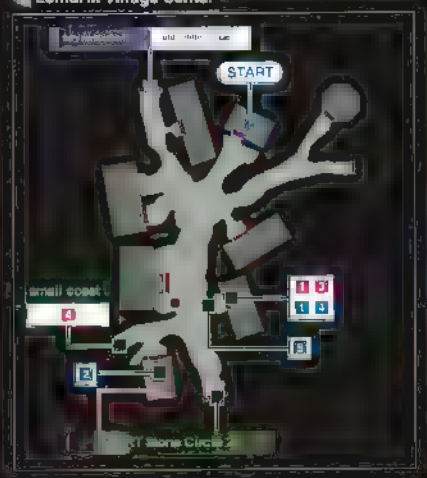
flowchart

You will be able to explore the fairy world in earnest.

In Chapter One, you'll explore the fairy world once again. The area you can explore is larger than in the prologue, with new Fawks appearing and portals popping up in various places. As you progress, collect the IDs of the Fawks you haven't absorbed yet, and stop by a portal when you need to recover HP or return to a village. As you progress through the exploration, you'll be able to accept quests along the way (P.023).

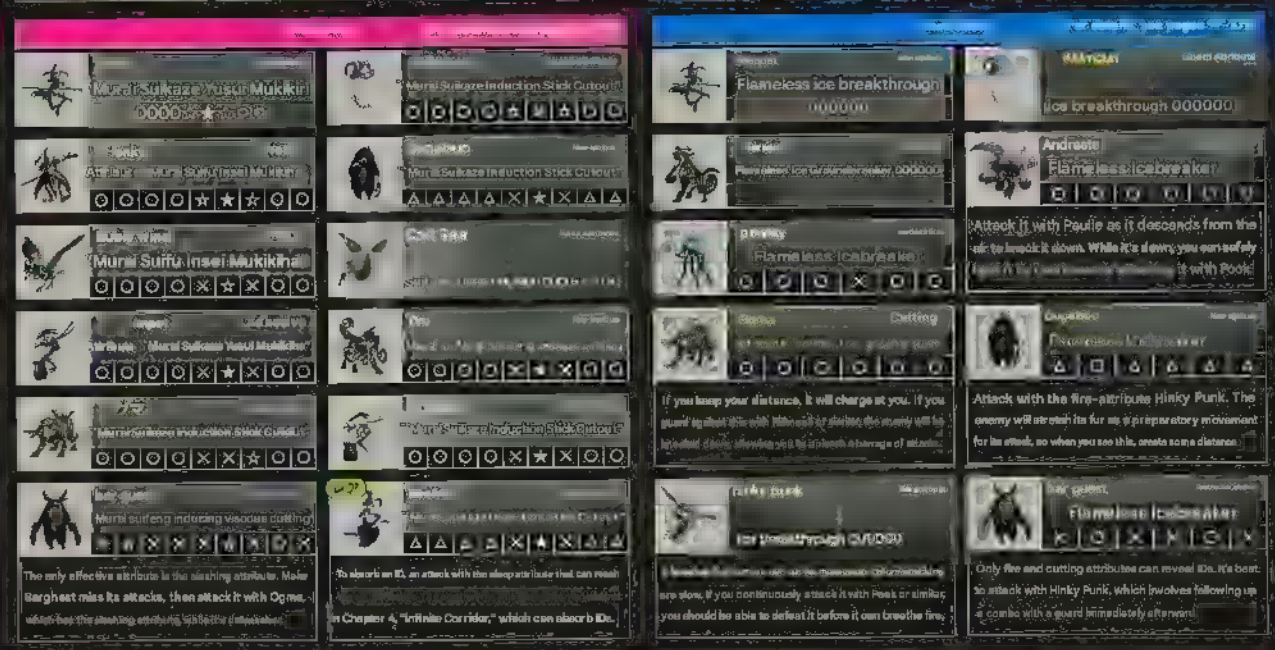


Lemurik village center



forks

Missing of symbols | ○: ID appears | △: Damage only ×: Ineffective ☆: Abnormal status occurs ★: Status effect occurs + ID appears.


Flameless ice breakthrough
Flameless icebreaker
Attack it with Poulie as it descends from the air to knock it down. While it's down, you can safely
Attack with the fire-attribute Hinky Punk. The enemy will stretch its fur as a preparatory movement for its attack, so when you see this, create some distance.
Only fire and cutting attributes can reveal IDs. It's best to attack with Hinky Punk, which involves following up a combo with a guard immediately afterward.

You can get [Fairy World Picture Book Page 1]

In Chapter 1, when you first visit the fairy world, Ellen receives "Fairy World Picture Book Page 1" from Scarecrow, and Keats receives it from Bergas. The picture book contains information on the weaknesses of powerful enemies, so it's a good idea to check it each time you obtain it. Incidentally, a portal appears at the western edge of the area at the same time.

Residents who give us tips

There are areas in the Otherworld where no enemies appear, and in these areas you may encounter the inhabitants of the Otherworld. If you talk to them, you can get hints for exploring the Otherworld, so if you see them, try talking to them.

Release the karma of Pook and Kilmuri

Pook and Kilmuri can fulfill Karma release conditions 1 and 2 by absorbing each other's IDs. Both are useful until the end of the game, so you'll want to release them before clearing the Fairy World. Areas where they appear in large numbers are: for Ellen's Pook, Joyful Field Area B; for Kilmuri, Joyful Field Area F; for Keats' Pook, Dur's Path Area C; and for Kilmuri, Joyful Field Area.

Spiritual Garment Wind-3 Double Fawkes required

"Ellen, the Stone of Thought, [Fairy Spirit Garment]"
It contains [something], but the first time you come here, there are no wind-element attacks, so you cannot destroy this stone. There is a wind-element Boublie in Dur's Path area B (P.022), so absorb its ID and then come back. Also, this spirit garment can protect against sticky and sleep-element attacks, and will be useful when fighting Cait Sith and Impet.

Break the rocks at that place with a heavy one

The Thought Stone Masons in Ellen's area float high up and cannot be reached by attacks from Pook and others. When destroying these stones, use Fawkes, which can attack high up like Henkie. Keats: There are no floating Thought Stones in Chapter 1, but such stones will appear from Chapter 2 onwards. When destroying them, use Fawkes that can reach high places, such as Barghest or Gargantua.

appearance fawkes

area	name	number	
B	Kilmoori	2	
C	Kilmoori	3	
E	Kilmoori	5	Defeating Pookie increases the number of Pook and Kilmuri. Absorbing

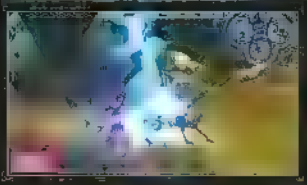
thought stone list

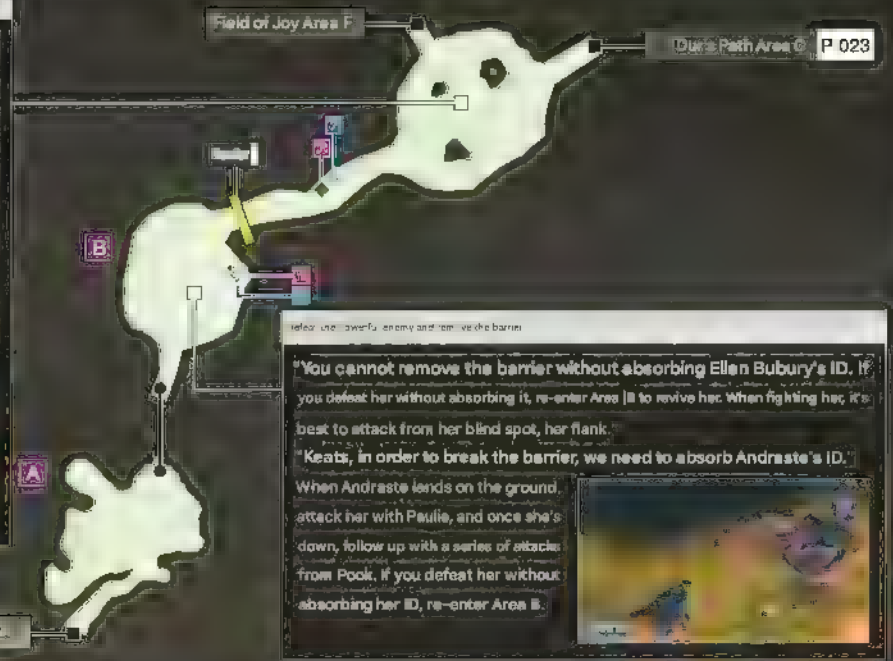
area			
C			

fairy world — The path of Duru

Cait Sith attacks quickly with Pook

When Ellen Cait Sith notices you, she will launch a sleep-inducing attack and then quickly flee the area. When absorbing her ID, circle around to her side or behind while she is attacking and quickly land a series of attacks with Pook. After hitting her about six times, a red ID should appear. If you are wearing the [Fairy Spirit Garment] (P.021), which nullifies sleep-inducing attacks, you can avoid the need to circle around her and deal damage more quickly.





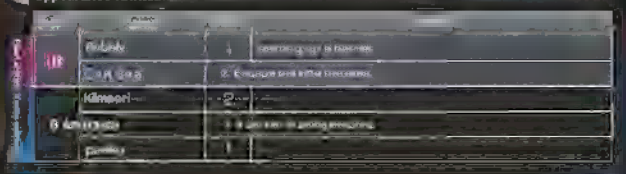
Defeat the powerful enemy and remove the barrier

"You cannot remove the barrier without absorbing Ellen Bubury's ID. If you defeat her without absorbing it, re-enter Area B to revive her. When fighting her, it's best to attack from her blind spot, her flank."

"Keats, in order to break the barrier, we need to absorb Andraste's ID."

When Andraste lands on the ground, attack her with Peulie, and once she's down, follow up with a series of attacks from Pook. If you defeat her without absorbing her ID, re-enter Area B.

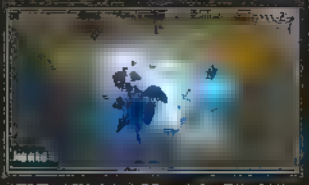
appearance fawkes



thought stone list

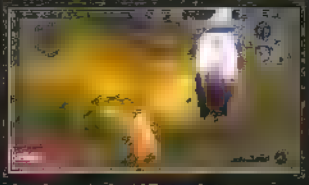
fairy world — field of joy

Keats, Bugaboo is in the place at the back, but an ice-elemental thought stone is blocking the passage, preventing you from getting there. Ice-elemental Fawkes will appear after the underwater city in Chapter 3, so come back after absorbing its ID.

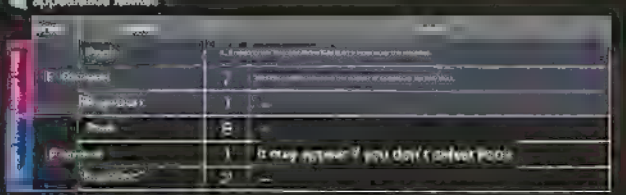


Bugaboo s_D_s Cait S th.

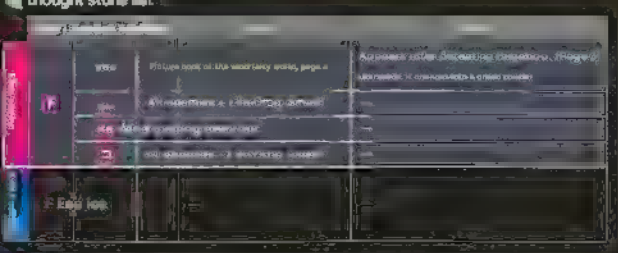
"To get Ellen Bugaboo to reveal a red ID, you have no choice but to attack with the sleep attribute. As of Chapter 1, the only Fawkes with the sleep attribute is Cait Sith. If you haven't absorbed him yet, go back to Dur's Path and absorb him."



appearance fawkes



thought stone list

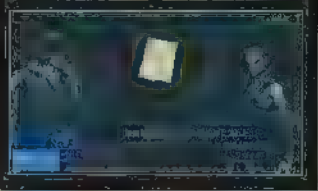


To encounter the rare folk ore seaflo

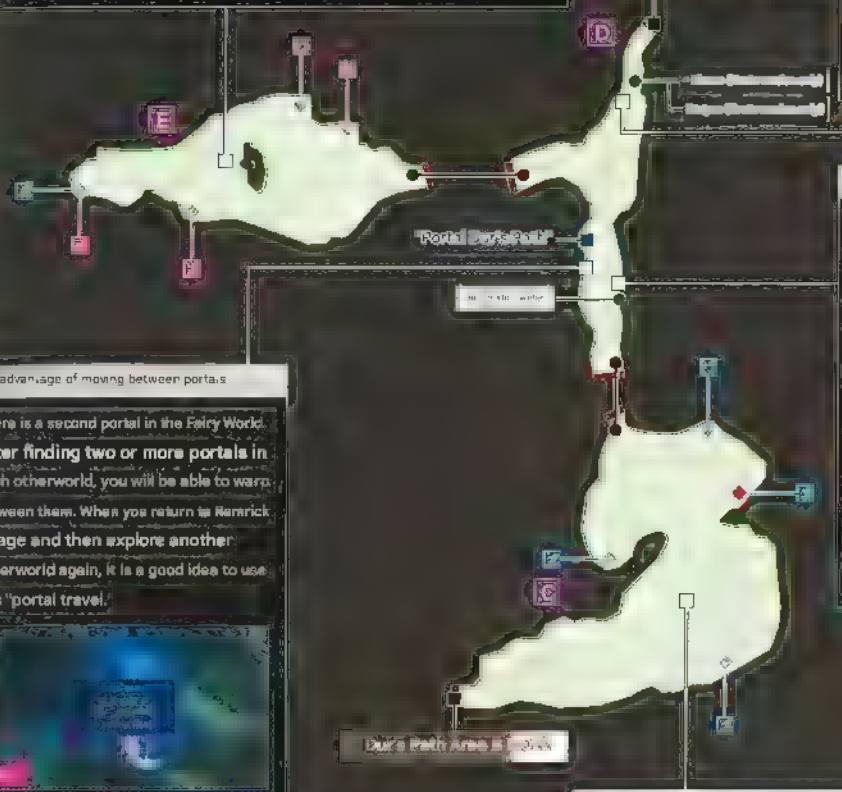
If you absorb all the IDs of the Fairy World's Fawkes except for Ellen Seaflo, Seaflo will appear. The only way to expose this enemy's red ID is with sleep-attribute magic, but since it has [illegible] idea, it's difficult to hit it with the Cait Sith that you can capture in Chapter 1. Come back after absorbing Hebetrot in Chapter 4. What's troublesome when absorbing IDs are Dar and Ogma, who appear with it. They interfere with the absorption, and as long as Seaflo is present, they will revive every time you defeat them. So, instead of defeating all of these enemies, leave one alive, and after Seaflo's ID turns red, quickly defeat the one that was left. This way you can absorb Seaflo's ID without being interrupted.

Fairy World Picture Book Page 5 obtained

"In the north side of the Keats area, you'll find Rivane and Selgas. When you approach them, Rivane will give you [Fairy World Picture Book Page 5]. After obtaining that, stop by Area E to get [Fairy World Picture Book Page 3] before proceeding to Gesh Forest."



P.024

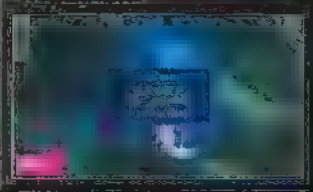


You will be able to receive quests

Approaching the fairy realm dweller on the south side of Area D will allow you to hear about the quest. From this point on, you will be able to accept quests at the pub in Rennick Village. There is no need to rush to complete it, but if you want to progress the quests further, return to the village via the portal and go to the pub at night.

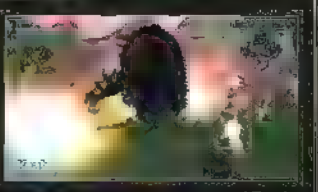
aks advantage of moving between portals

There is a second portal in the Fairy World. After finding two or more portals in each otherworld, you will be able to warp between them. When you return to Rennick Village and then explore another otherworld again, it is a good idea to use this "portal travel."



Recommended for racking up kills on Fawkes

"Keats Area C is a recommended spot when you want to fulfill the Karma release condition of "defeat O Faggs." This is because up to 24 of the particularly weak Pooks appear there.



Appearance Fawkes

	Pook	4
	Pixie	3
	Imper	2
	Dru	1
※ Ogma		※ Seaflo can appear only
	Seaflo	1
LE		
	Kilmoon	3
LE Torrent		3
	Ogma	1

thought stone list

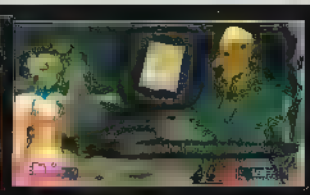
LE	Cait		
	Dar		
	Ogma		
	Hebetrot		
LE			

fairy world | Gesch Forest

The area you can explore differs depending on the protagonist.

The path to Ellen Area F is blocked by a Scarecrow. Talk to the Fairy King in Area E to open the way, so head to Area E first.

"Keats, there are inhabitants of the fairy world, so we can't proceed to Area E. Let's go to Area F instead."



E

D

P.025

portal | Gesch Forest

Remove the barrier on the path to the area

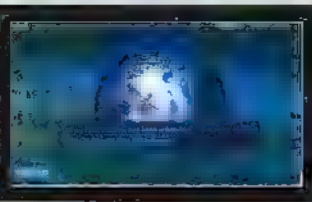
You can remove the barrier by absorbing Ellen Barghest's ID. Cutting attacks are effective against this enemy, so attack with Ogma. Note that Barghest's first karma release condition is to absorb the ID of the same enemy. If you go to the area, turn back and absorb the ID again.

"Keats, the way to break the barrier is to absorb Barghest's ID. Both fire and cutting attributes are effective, but I recommend Hinky Punk with fire attribute here. It has a small recovery time after attacking, so you can immediately guard when the enemy counterattacks."

P.023

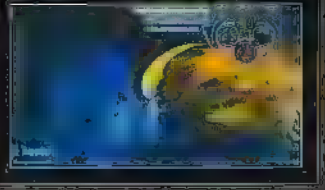
Let's absorb Hinky Punk and strengthen it

"Keats, the Hinky Punks that appear in this area are useful because they can perform continuous fire attacks. Karma release conditions 1-3 can only be fulfilled in the fairy world, so you



Only the Keats chapter is protected by a barrier

The barrier blocking the path to Keats Area B can be removed by absorbing Ogma's ID. Guarding against the enemy's charge with Killmuri will knock them down, allowing you to attack them with Pook or other attacks while they're down.

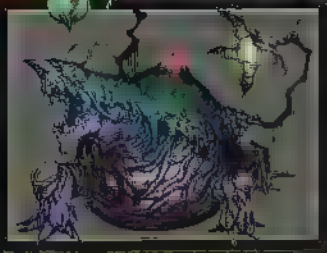


BOSS

cernunnos

Absorption mode timing (60 seconds)

HP & Element Resistance: Flower: Wind: 400 Fire: 300 Head: HP: 650 Snake Hands: Cutting: 230

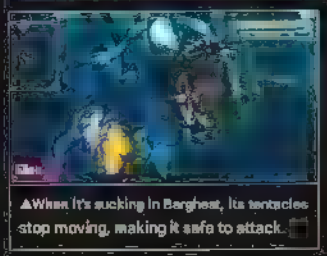


Common strategy steps

"Keep hitting the tentacle pulsating Berghest, and when the tentacles attack, strike without hesitation. Then, attack the head with a destructive attribute."

Attack specific parts to make flowers bloom.

In Eren's case, first use Berghest when the Snake Hands (hereinafter referred to as tentacles) are inhaling air. Then, once the tentacles have inhaled Berghest and fallen, attack with Ogma. On the other hand, with Keats, you should aim for the head with destructive attacks from the start.



▲When it's sucking in Berghest, its tentacles stop moving, making it safe to attack.

Main attack method

mowing down

If you are diagonally in front of Cernunnos, it will slam its tentacles down. The attack is fast and has a wide range, so as soon as it raises its tentacles, guard with Killmuri.

branch spear

The [Branch Spear] is sticking out of the ground. It's difficult to dodge once you see the splash, but you can avoid it by keeping running. Always keep moving.

bomb seed

After a flower grows on its back, it shoots seeds from it. The seeds explode when they hit the ground, so the attack range is wider than it looks. There's also little room to escape, so try to block them.

What happens when a barrier is in place?

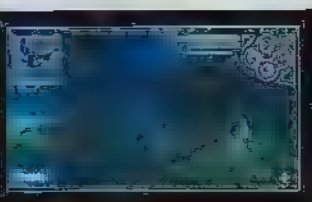
"Keats has been a Hinky Punk up until now"

A barrier will be erected on the path leading to Area G only if you have not absorbed its ID. To remove the barrier, you need to absorb Hinkypunk's ID. If it does not appear in this area, go back to Area B and absorb it.

Obtain the rare [Purple Stone] and [Emerald]

"If you absorb 15 IDs of Eren Killmuri, a large number of Killmuri And a stone of thought appeared. The [purple stone] inside is an item that is rarely obtained. This is necessary for the karma release of Ge-ilo and Hebetrot.

"When you absorb more than 30 Keats Pook IDs, a thought stone containing [Emerald] will appear. Forks, who needs [Emerald] to release his karma. These include Berghest, Gary Begger, and Languran.



appearance twoks

Killmuri	3	Appears when it absorbs Ogma's ID.
Ogma	1	—
Undine	1	—
	2	—
	2	—
Rock	1	—
Root	1	—
	1	—
	1	—
Hinky punk	1	—
		—
		—

thought stone list

	[All Life Drops (Small)]	—
	[All Life Drops (Small)]	—
	[All Life Drops (Large)]	—
	All warm nuts	—
	[All warm nuts]	—
	[Flame Life Drops (Small)]	—
	[Flame of Life Drops (Large)]	—
	[All Life Drops (Small)]	—
	[Flame of Life Drops (Large)]	—
	[All Drops of Life (Large)]	—
	All warm nuts	—
	[Seven jade balls]	—
	All warm nuts	—

Chapter 2

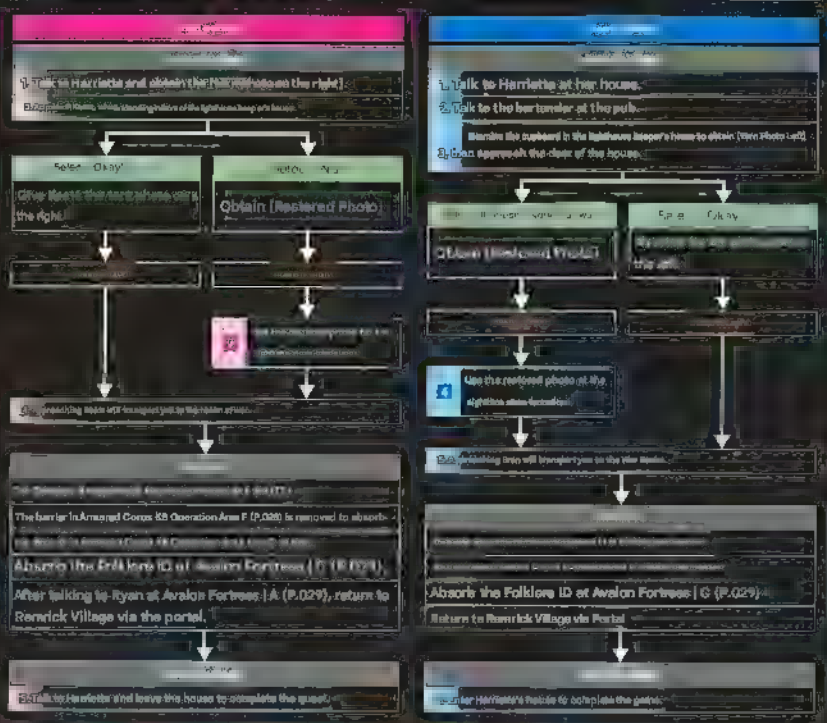
only one hope

Lamp ght

flowchart

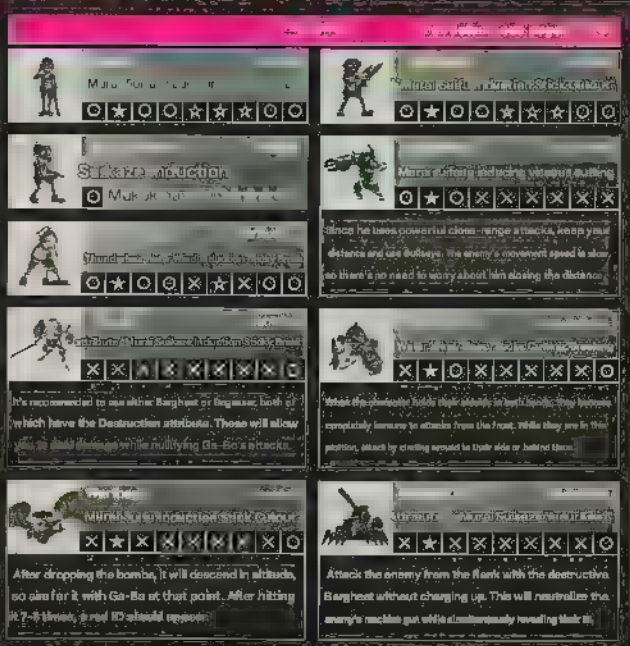
Both Ellen and Keats obtain the "torn photograph" early in their steps. Then, during the steps of the protagonist played first, a choice arises as to whether or not to give the photograph to the other protagonist. This choice will change the steps of the protagonist who plays later. The one who receives the photograph will offer the "repaired photograph" to the standing stones, while the one who gives it away will skip that step. The steps only change slightly regardless of which you choose, so you can decide based on your preference.

Lemark village center



forks

symbol/meaning ○: ID appears △: Damage only ×: Ineffective ☆: Status effect occurs ☆: Status effect occurs ○: ID appears

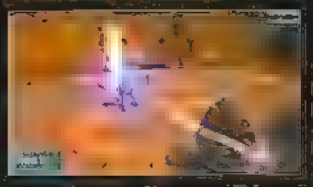


There are two routes to AreaIC and AreaID. Going to AreaIC will eventually lead you to AreaID, so it's faster to go directly to AreaID. However, in Ellen's story, you can obtain [War World Picture Book Page 1] in AreaID, so you should go there first. Note that the types of Fawkes that appear are the same in both routes.
Exit
A
B
C
D
E
F
×3
START
Portal 7th

Remove the first barrier

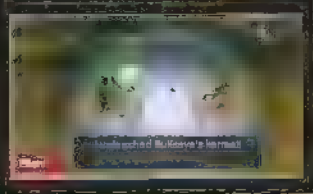
Absorbing Ellen Degasser's ID will remove the barrier. The enemy's range is short, so you should be able to attack them unilaterally using Bullseye. However, the red ID won't appear unless you damage the enemy while they're staggering, so attack them all at once when they're staggering.

"Keats, the condition for lifting the barrier is to absorb Volkano's ID. If you eliminate all of Hawk beforehand, you won't have to worry about them interfering with the ID absorption."



Let's unleash Bullseye's karma

"Ellen, Bullseye, who can perform long-range attacks, is a useful Fawkes until the late game, so try to unlock his Karma as early as possible. The Pulsating Nuts needed for unlock condition 1 can be collected in areas like the Fairy World's Dun's Path area E. Also, unlock conditions 2 and 3, which involve absorbing Bullseye's own ID, can be fulfilled by repeatedly entering and exiting this area."



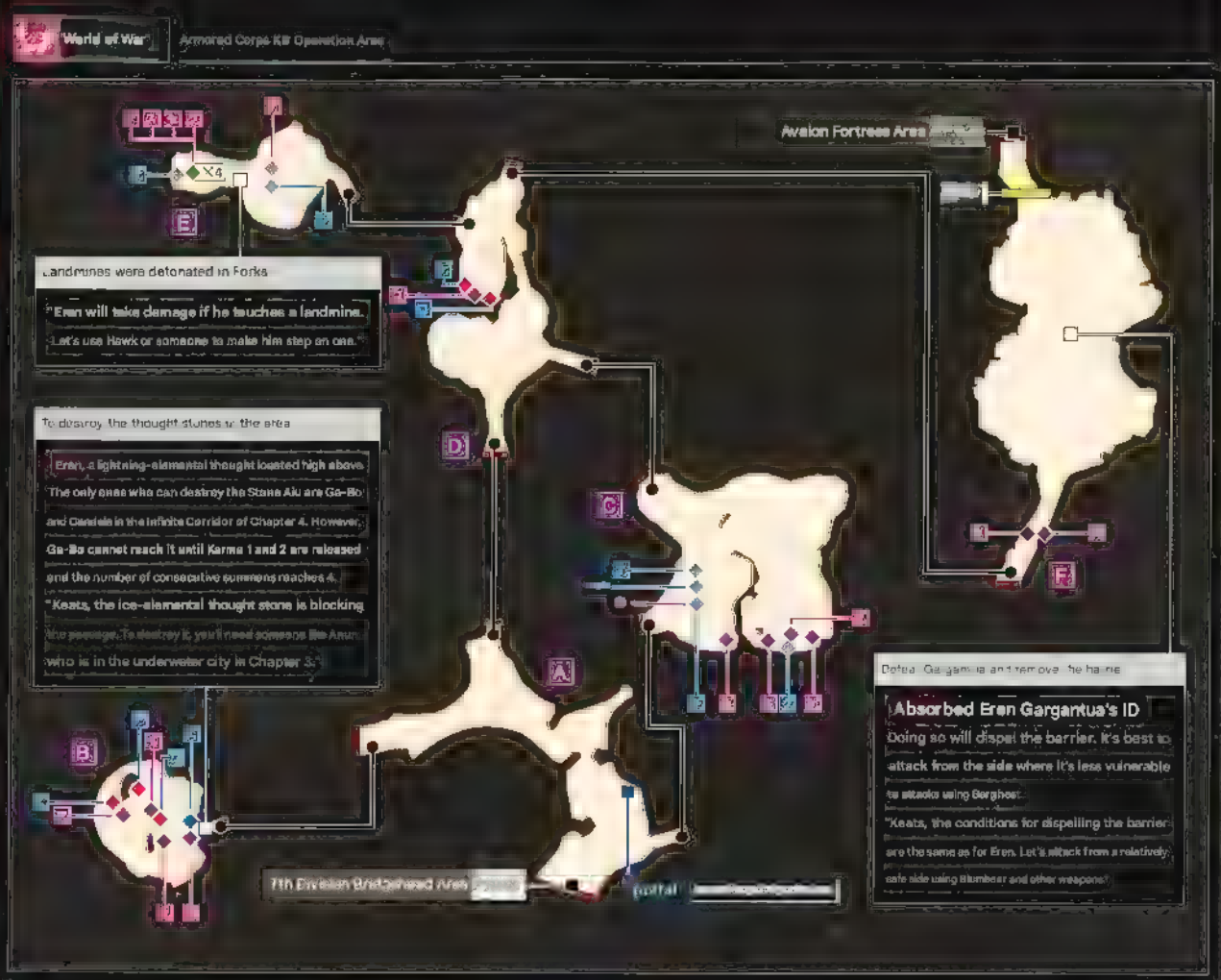
appearance fawkes

A	Hawk	16. The number of enemies that appear varies depending on the
	Bullseye	route. Bullseye will summon up to 10 Hawks and 1 Barrager. The
	Ballager	Barrageer will escape outside the area.
B	Bullseye	
	Barrager	
C	Hawk	4
	Barrager	2
D	Bullseye	
	Hawk	
	Barrager	
E	Hawk	
	Bullseye	
F	Hawk	Appears when you enter the central plaza while Volkano is present. It
	Volkano 4	is casting a barrier.

Appears from either

thought stone list

	Drops All Life (Small)	
	Explosion + enem	Enter from Area I A, and the Hawk is to the north.
	All Life Drops (Small) or full explosion	Appears when all enemies are defeated. If one explodes, the other turns into a [Life Drop (Small)].
	Talented War Picture Book Page 1	After obtaining Page 1, it becomes [Life Drop (Small)]
	yellow powder	
	Drops of All Life (Small)	
	Drops All Life (Small)	
	Drops All Life (Small)	
	Talented War Picture Book Page 3	
	All Life Drops (Small)	
	yellow powder	Appears after defeating Parajar.
	All Life Drops (Small)	
	cold nuts	
	Drops Life Drop (Large)	

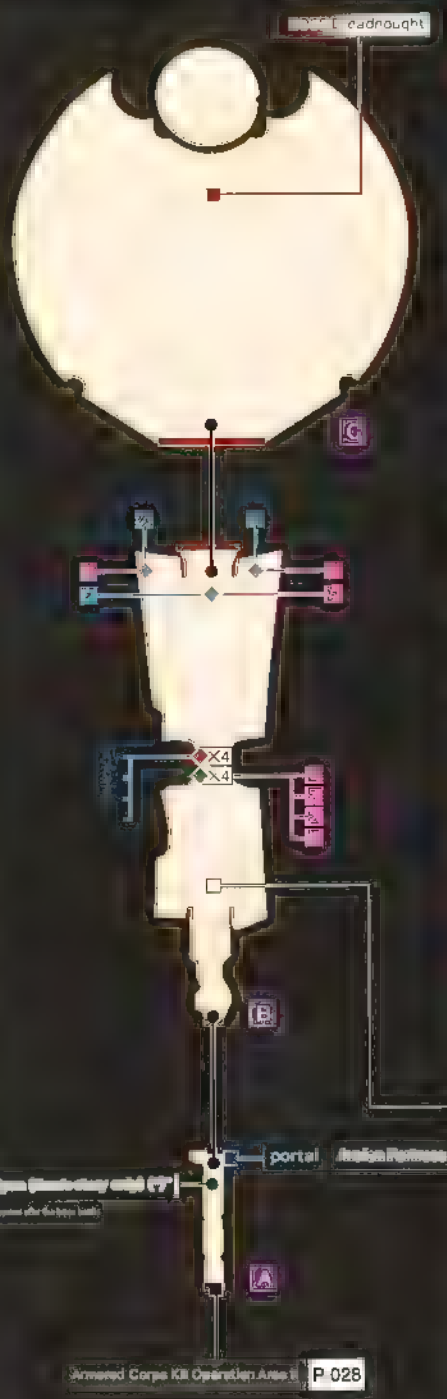

World of War
Armored Corps Kill Operation Area
Avalon Fortress Area
Landmines were detonated in Forka
"Eren will take damage if he touches a landmine.
Let's use Hawk or someone to make him step on one."
To destroy the thought stones in the area
Eren, a lightning-elemental thought located high above.
The only ones who can destroy the Stone Alu are Ga-Bo
and Cassia in the Infinite Corridor of Chapter 4. However,
Ga-Bo cannot reach it until Karma 1 and 2 are released
and the number of consecutive summons reaches 4.
"Keats, the ice-elemental thought stone is blocking
the passage. To destroy it, you'll need someone like Anur
who is in the underwater city in Chapter 3."
Defeat Gargantua and remove the barrier
Absorbed Eren Gargantua's ID
Doing so will dispel the barrier. It's best to
attack from the side where it's less vulnerable
to attacks using Berghes.
"Keats, the conditions for dispelling the barrier
are the same as for Eren. Let's attack from a relatively
safe side using Blumbear and other weapons."
7th Division Bridgehead Area
Portal

appearance fewkes

U		5	—
C	Ga-Bo	5	
	Cassia	5	
D		15	
		7	
		3	
E		1	—
		3	
B		3	
		2	
C		5	
		10	
D Barrage		10	
		3	
		4	
El		3	
		4	
Gargantua 1 is		creating a barrier	

thought stone list

A			Thought Stone Alu is dropped.
			—
C		Drops of All Life (Large) + Surgery	It appears after defeating the Patriot.
		Warm Fists	
Unknown enemy			It appears after entering Great Arch Area C and defeating
E			It appears in the Jukebox version. It is dropped from
		2 Wind Life Drops (Small)	—
		3 Wind Life Drops (Small)	—
		Wind Life Drops (Small)	
			—
B			Available only the first time. It appears after obtaining the Relic.
			After defeating Page 3, it may further drop in the Drops (Small).
			—
C			
D			
		Drops of Life (Large) or Picture Book of War, page 4	If the number of Gajang's life stocked is 2 or less, then it will
		Drops (Small)	The more and defeat all enemies to make it appear.



BOSS

dreadnought

Absorption Mode Timing + Beat (150 seconds

Tank, Lightning/Fire 200 ,Cannon Shel HP 300

*Common strategy steps

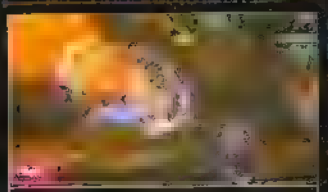
or fire to destroy it.

repeat

Attack in the order of Tank → Legs → Head

First, you need to destroy the tank attached to the rear, but attacks will only work on the tank while it's leaking oil. Oil will leak for a certain period of time after the dive attack, so during this time, use lightning attacks if you're using Ellen, or fire attacks if you're using Keats, to destroy it.

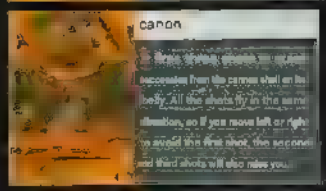
Next, destroy the leg armor and attack the exposed legs. The Dreadnought will then fall down, and this is your chance to attack its head. However, until you destroy the armor on all four legs, the downed time is short, and you won't have much time to attack the head. Aim for the head after destroying all four legs. Then just repeat this process until the red ID appears.



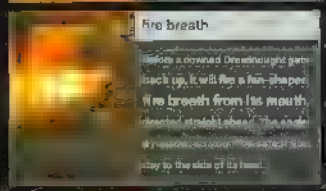
Aim for the head, attacking its head with lightning-based attacks will prolong the time he is downed.

Main attack methods

dive attack



canon



fire breath

Eren Hawk, Barrager, and Ge-Sa will appear in large numbers. In situations like this, the basic strategy is to move in a way that prevents being flanked, knock down enemies, and then defeat them one by one. Destruction attribute attacks are effective against all appearing enemies, and among them, Berghest and Degeaser have attacks that make it easy to knock them down. Make good use of these to defeat them efficiently. Note that reinforcements will appear when you advance to the north side of the area, so eliminate all enemies on the south side before moving north.

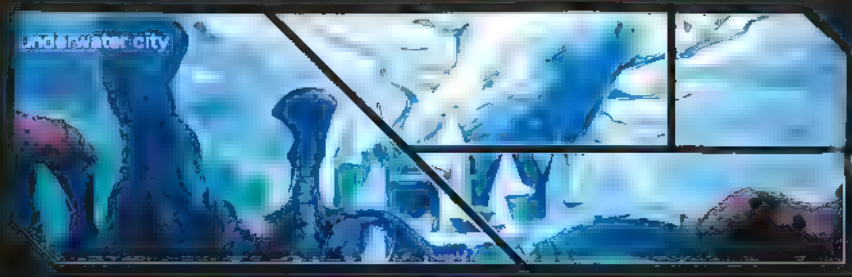
*Keats: In this case, a large number of Hawks and Gejarg appear. The method of dealing with them is the same as in the Eren chapter above: use Berghest to knock down the enemies and then defeat them one by one.

appearance hawkes

name		
hawk	25	After being defeated, they will reappear after a certain amount of time has passed (up to 25 Hawks and Bullseyes combined). If you defeat all enemies in the area before they reappear, they will not reappear.

thought stone list

Drops of All Life (Large)	
Life Drops (Small)	



Chapter 3

young children

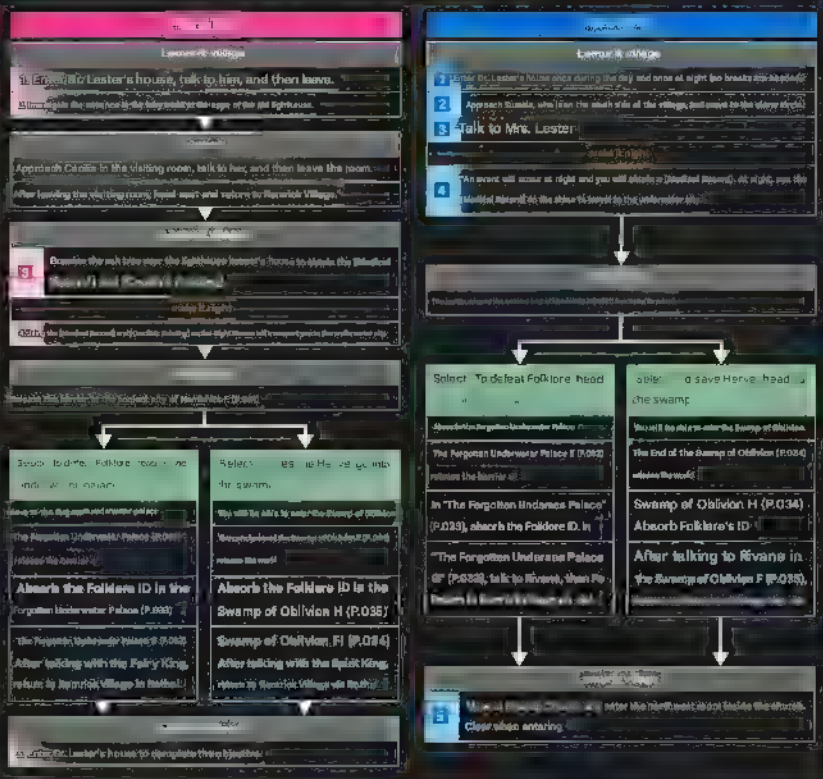
oblivion

flowchart

In Ellen's case, you'll need to offer two items to the [illegible]. Since both can be obtained at the same location at once, you shouldn't have to worry about missing them.

In the underwater city, only the protagonist who plays first will be presented with a choice midway through. The choice is between proceeding to the Underwater Palace or the Swamp of Oblivion. The player who plays later will go to the area that the first protagonist did not choose. There are [illegible] in the Underwater Palace, so it's a good idea to send Ellen there. Also, after defeating Folklore, you can enter the areas you didn't visit before.

recommend sending Eren to the Underwater Palace


Lemuria Village
1. Enter Mr. Lester's house, talk to him, and then leave.
Approach Cecile in the visiting room, talk to her, and then leave the room.
Lemuria Village
1 Enter Mr. Lester's house once during the day and once at night (so breaks are needed)
2 Approach Sumala, who is on the south side of the village, and move to the stony circle.
3 Talk to Mrs. Lester
4
Select To defeat Folklore head
The Forgotten Underwater Palace F (P.033) enters the Realm of
In "The Forgotten Undersea Palace" (P.033), absorb the Folklore ID. In
"The Forgotten Undersea Palace of" (P.033), talk to Rivane, then Fo
Select To save Hervé, head the swamp
The End of the Swamp of Oblivion (P.034)
Swamp of Oblivion H (P.034) Absorb Folklore's ID
After talking to Rivane in the Swamp of Oblivion F (P.035),
Absorb the Folklore ID in the Forgotten Underwater Palace (P.033)
Absorb the Folklore ID in the Swamp of Oblivion H (P.035)
Swamp of Oblivion F (P.034) After talking with the Spirit King,
Close ships entering.

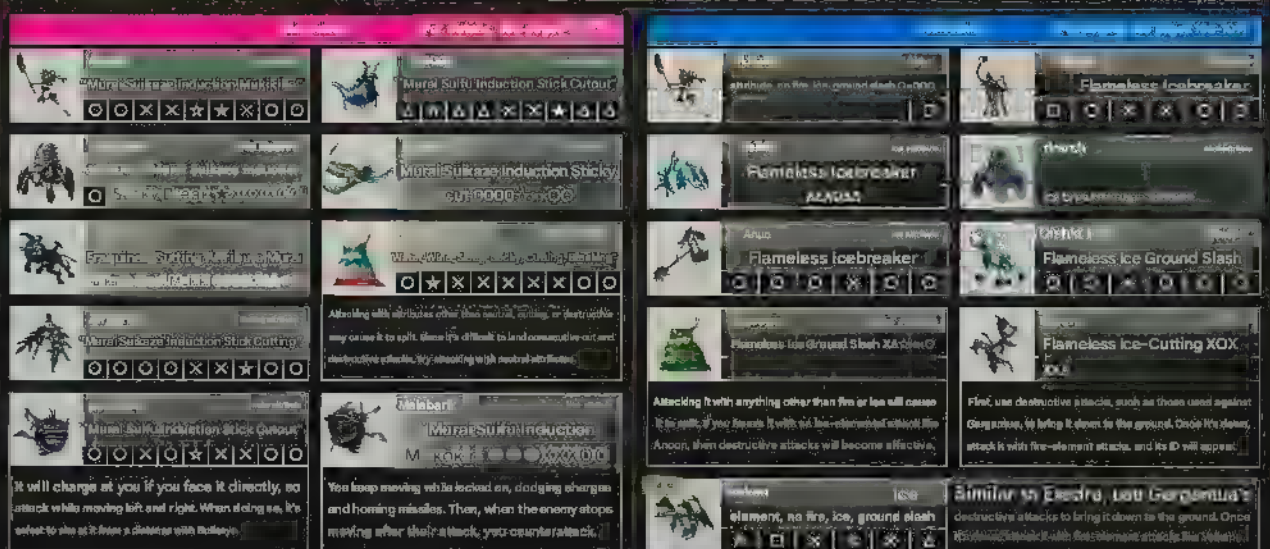
Center of Lemurik Village

New quest

Malaberik of the Night	P.055	Night Stray Anoon	P.057
P.055 Kenia's Edition			

forks

Meaning of symbols ○: ID appears △: Damage only ×: Ineffective ☆: Status effect occurs ★: Status effect occurs + ID appears


"Mural Sukeza Induction Stick Cutout"
Mural Sukeza Induction Sticky Cut
Flameless Icebreaker
Flameless Ice Ground Slash
Flameless ice-Cutting XOX
Attacking it with anything other than fire or ice will cause it to split. If you [illegible] it with an ice-element attack like Anoon, then destructive attacks will become effective.
First, use destructive attacks, such as those used against Gargantua, to bring it down to the ground. Once it's down, attack it with fire-element attacks, and its ID will appear.
It will charge at you if you face it directly, so attack while moving left and right. When doing so, it's safest to aim at it from a distance with Rollova.
Yes keep moving while locked on, dodging charges and homing missiles. Then, when the enemy stops moving after their attack, you counterattack.
Similar to Exodra, use Gargantua's destructive attacks to bring it down to the ground. Once

underwater city

Get the rare Kraken

Keats: If you absorb all types of Fawkes (Ds other than the Kraken that appear in the underwater city, the Kraken will appear. Attack the enemy from directly below with Gargantua while locked on, and then follow up with fire-attribute attacks when it is down.

Remove the barrier around the area.

"Ellen, to remove the barrier, you just need to absorb Hakinas's ID. You should be able to defeat him easily by dodging his charges by moving left and right and attacking with Bullseye. Keats, absorb Agaega's ID to remove the barrier. To absorb the ID without splitting, freeze him with an ice-attribute Anoon, and then attack with a destruction-attribute Gajang.

P 032

Swamp of Oblivion Area

Choose your destination from the options

Only the protagonist who played first will be presented with a choice around this point, allowing them to choose whether to proceed to the Forgotten Underwater Palace or the Swamp of Oblivion. The types of Folklore and Folks that appear are the same in both locations, but the Underwater Palace offers the [Deep Sea Spirit Garment]. In other words, if Ellen proceeds to the Underwater Palace, it saves the trouble of having to go back later to retrieve it.

It's okay to go either way at the fork in the road

The path splits into east and west, eventually merging in Area F. You can go either way, but the forks and items that appear differ, so it's best to explore both if possible.

START

Appearance fawkes

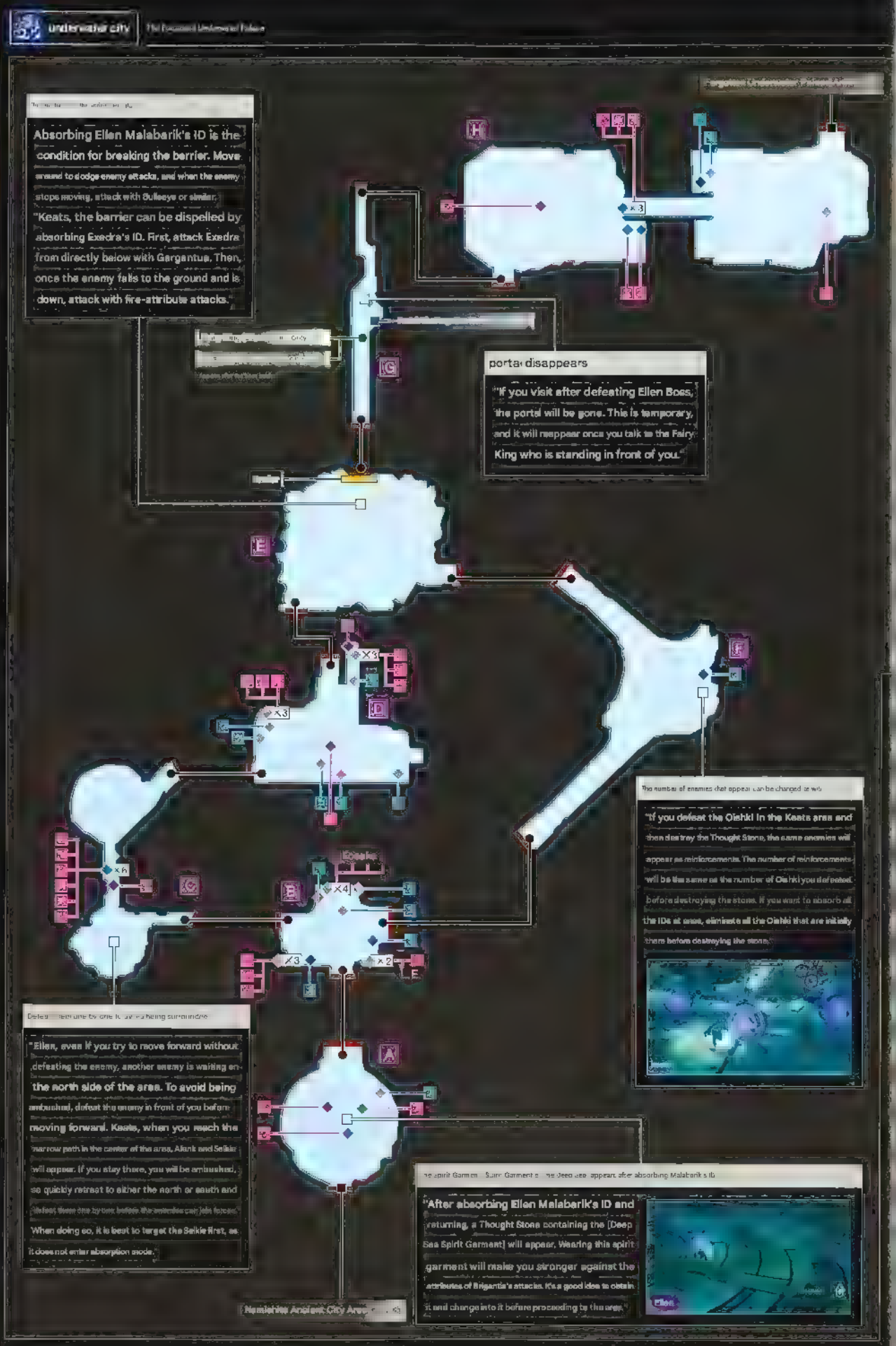
D	Azulei	5	—
	Coucy	5	—
D	Azulei	5	—
	Drakei	5	—
E	Azulei	7	After defeating 3 Azura and 1 Hobbledee, 4 Azura
	Hobbledy	4	Either one of these Hobbledee will appear.
F	Craquinas		putting up a barrier
	Azulei	3	—
	Anoon		
B	drarch		
	Anon		—
	Azulei	3	
	Anoon	2	
	Version		Dead Fawkes other than the Kraken that appear in the underwater city. Appears when absorbing.
	Age Age		A barrier is being erected.

thought stone list

	C. Lightning Life Drop (Small)	
D	Page 4 of the picture book "The Underwater City"	Appears after defeating all the Drakey. Page 4 After obtaining it, it transforms into [Life Drop (Small)].
E		
	All purple pieces	
	C Flame Life Drop (Small)	
	Blue	—
	The Ice Underwater City Picture Book Page 3	Appears after defeating all enemies. After obtaining page 3, [Life Drop] changes to [small droplet].

*1 One of the following may appear: [Purple Poweder], [Yellow Berrine] [Wave berrine] [Cold berrine] [Purple liquid] Powder], [Brown Powder], [Flowing Rolly], or [Light Blue Liquid]. *2

Since it appears beyond the barrier, you cannot obtain its contents unless you absorb the IDs of enemies in the area to break the barrier. Also, if you plan to restart this after the Thought Stone appears, the stone will disappear regardless of whether you take its contents or not.


Underwater City
Absorbing Ellen Malabarik's ID is the condition for breaking the barrier. Move around to dodge enemy attacks, and when the enemy stops moving, attack with Bullseye or similar.
"Keats, the barrier can be dispelled by absorbing Exedra's ID. First, attack Exedra from directly below with Gargantua. Then, once the enemy falls to the ground and is down, attack with fire-attribute attacks."
portal disappears
"If you visit after defeating Ellen Boss, the portal will be gone. This is temporary, and it will reappear once you talk to the Fairy King who is standing in front of you."
The number of enemies that appear can be changed as wa
"If you defeat the Oishki in the Keats area and then destroy the Thought Stone, the same enemies will appear as reinforcements. The number of reinforcements will be the same as the number of Oishki you defeated before destroying the stone. If you want to absorb all the IDs at once, eliminate all the Oishki that are initially there before destroying the stone."
Exedra
"Ellen, even if you try to move forward without defeating the enemy, another enemy is waiting on the north side of the area. To avoid being ambushed, defeat the enemy in front of you before moving forward. Keats, when you reach the narrow path in the center of the area, Alank and Sekke will appear. If you stay there, you will be ambushed, so quickly retreat to either the north or south and defeat them one by one before the enemies can join forces. When doing so, it is best to target the Sekke first, as it does not enter absorption mode."
Spirit Garment
"After absorbing Ellen Malaberik's ID and returning, a Thought Stone containing the [Deep Sea Spirit Garment] will appear. Wearing this spirit garment will make you stronger against the attributes of Brigantia's attacks. It's a good idea to obtain it and change into it before proceeding to the area.
Ellen
Nameless Ancient City Area

BOSS

Brigant'a

Absorption Mode: Beat • Balance (150 seconds)

Head: HP 250 | Shell: HP 150 | Fin: HP 40 | Tail segment 1: HP 95
Tail segment 2: HP 80 | Tail segment 3: HP 65 | Tail segment 4: HP 50

Attack from the tail without locking on.

It attacks by charging up while rapidly moving from side passage to side passage in the wall. After doing this twice, it will come out of the side passage and circle around the area, so take this opportunity to cut off the tip of its tail.

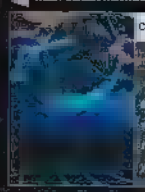
In that case, if you're using Eilen, attack with the lightning attribute Ga-Ilo, and if you're using Kesta, attack with the ice attribute Aroon to electrocute or freeze them, and then attack with the cutting attribute. At this time, it's difficult to aim for the tip of the tail if you're locked on, so it's better to adjust your direction yourself.

Repeat the above steps until you've cut off the entire tail and destroyed the shell and fins on its head. Then, simply attack its exposed head with a Peak or similar weapon.

Common strategy steps

1. Attack the tip of its tail with crossbow attacks to inflict [illegible]
2. repeat
3. Attack the electrocuted or frozen tail with a cutting attack to cut it off (cut it off a total of 4 times).
4. After cutting off its tail completely, attack its head with [illegible] and ice elemental attacks to inflict electrocution or freeze).
5. Attack the shell and fins on the [illegible] attack to break the shell and fins.
6. Attack the exposed head with [illegible]

Main attack method



charge

It will come through a side tunnel and charge at you. Bubbles will [illegible] appear from the [illegible] in front of them. If you can't stop it in time, you can block it with a guard.

appearance fawnee

Awidin	3	—
Azulei	3	—
Azulei	3	—
Ahsuno	3	—
Coucy	3	—
hobbiady	3	—
Wabarik	[illegible]	[illegible]
Coucy	Appears after defeating all 6 Peg Bowlers.	
peg bowler	3	—
hobbiady	3	—
Ahsuno	3	—
Afunk	2	—
Afunk	2	—
Awei	3	—
Afunk	2	—
wilde	4	—
Azulei	3	—
Oishki	2	—
Exedra	1. A barrier is being erected.	
Aoshy	[illegible]	[illegible]
wilde	4	—
Awei	3	—
Oishki	1	—

thought stone list

	Wind Life Drops (Small)	
	[illegible]	[illegible]
	Page 1 of the picture book "Water Underwater City"	It transforms into [Life Drop (Small)].
	Each Defeated Life Drops (Small)	—
	Ah! Zan Huangsaki	[illegible]
	[illegible]	[illegible]
	[illegible]	[illegible]
	All purple stones	[illegible]
	[illegible]	[illegible]
	[illegible]	[illegible]
	Drops of All Life (Large)	[illegible]
	[illegible]	Appears after defeating all enemies. After obtaining page 1, [Life [illegible]
	All jade	[illegible]
	[illegible]	[illegible]
	Ice Life Drops (Small)	[illegible]
	[illegible]	[illegible]
	Drops of All Life (Small)	[illegible]
	All jade	[illegible]
	Drops of All Life (Small)	—
	[illegible]	[illegible]
	Drops of All Life (Large)	—
	All Kogyoku	[illegible] obtaining the [Ruby], it transforms into [Life Drop (Small)].
	[illegible]	After obtaining page 4, it becomes [illegible]
	[illegible]	[illegible]
	Picture book of the underwater city, page 6	[illegible]
	[illegible]	—

underwater city | Swamp of oblivion

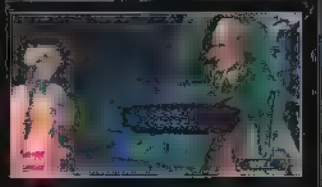
Let's release the final barrier

Ellen, the way to break the barrier is to absorb Malabarik's ID. Keep moving left and right to dodge enemy attacks, then attack with Bullseye and other abilities. The barrier can be removed by absorbing Keats Exedra's ID. It's best to attack Exedra from directly below with [illegible] and then attack it with fire-element attacks as it falls.

P.035

Portal temporarily disappears

"When you defeat Ellen Ross and return, the portal will be gone, but it will reappear if you talk to the [illegible]. After it reappears, you can go to the Forgotten Underwater Palace, we stop by Area A (P.032) to obtain the [Deep Sea Spirit Garment] and then return to Remick Village."

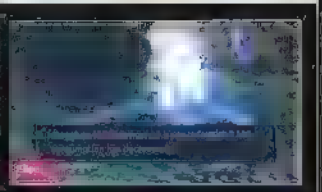


To absorb all three Peg Poleers

"Ellen, three Peg Polaers will appear simultaneously in a confined space. This enemy's absorption mode is timing-based, so it's easy to be interrupted by other enemies while you're absorbing them. Therefore, if you have enough HP, try to get all three to display a red ID and absorb them one by one."

Release Peg Pole's karma

Ellen Pegbowler is useful in the boss battles of Chapters 4 and 7, so you'll definitely want to power her up. The condition for unlocking Karma 1 is to defeat 10 Fawles with Pegbowler. It's a good idea to go back and forth between Area B and C, where there are enemies weak to water, to fulfill the condition.



Remick's Ancient City Area G | P 031

Healing can be done with a Large Life Drop.

If you defeat all the enemies that appear in the area, a Thought Stone containing a Large Life Drop will appear. If the damage you take in battle is small enough to be fully healed with this, you don't need to return to the portal in Area F.

BOSS Brigant.a — Absorption Mode: Beat + Balance (150 seconds)

Breakable durable

Head HP 250 Shell HP 150 Fin HP 40 Tail segment 1 HP 95
Tail segment 2 HP 80 ail segment HP 6 ail segment 4 HP 50

Cut it off from the tip of the tail.

After electrocuting or freezing the tip of its tail, attack with cutting-type attacks to sever the tail from the tip. Brigantis will circle around the area after charging twice, so aim your attack at this time. When doing so, locking onto the enemy will target its head, so don't lock on and manually adjust your aim to the tip of its tail.

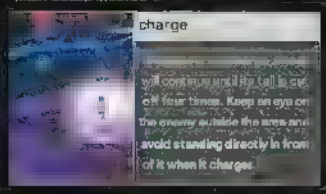
After cutting off the tail, leaving only the head and fins, destroy the head's shell and fins using the same method as the tail. Then, simply attack the exposed head with non-elemental attacks.

Common strategy steps

1. Attack its tail with ice-element attacks to inflict electrocution or freeze.
2. Attack the electrocuted or frozen tail with a cutting attack to cut it off (cut it off a total of 4 times).
3. Attack its head with water or ice-element attacks to inflict electrocution or freeze.
4. Attack the electrocuted or frozen head with a blow/thrusting attack to break the shell and fins.
5. Attack the head directly (enhance with cutting, elements, lighting, and ice).

repeat

Main attack method



charge

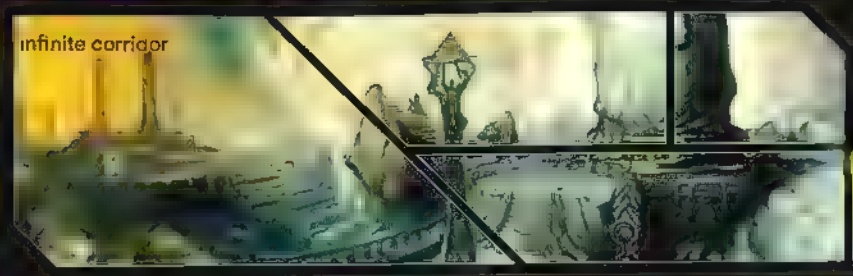
It will continue until its tail is cut off four times. Keep an eye on the enemy outside the area and avoid standing directly in front of it when it charges.

Appearance fewkes

	Crazy	4
	[illegible]	3
	peg bowler	2. Appears after defeating all Hebbleds.
	Arnun	3
	peg bowler	3
		1
		4
G	Gaucy	4. Appears after defeating all of Aura's.
	Alnaus	3. Increases when you defeat Alnaus.
		2
		2
		3
B		2
		3
		1
		2
		3
	Arnun	3. Increases when you defeat Arnun and Oishid.
		2
E	Exodra	1. A barrier is being erected.
	Afunk	4
G	Arnun	3. The type and number of enemies that appear will change randomly.
	Oishid	3

thought stone list

	Area Layout/Set Attributes	
C		
	Heart of Life (Large)	
		After obtaining Page 2 of the Thought Stone Koseki
	Thunder Life Drop (Small)	
	Drop	
G	Fully yellow powder	
C		After obtaining page 4 of Undersea City
		It appears after defeating the two Arnuns and two Oishid that appear from the beginning. Page 1 After obtaining
G	Life Drop (Large)	

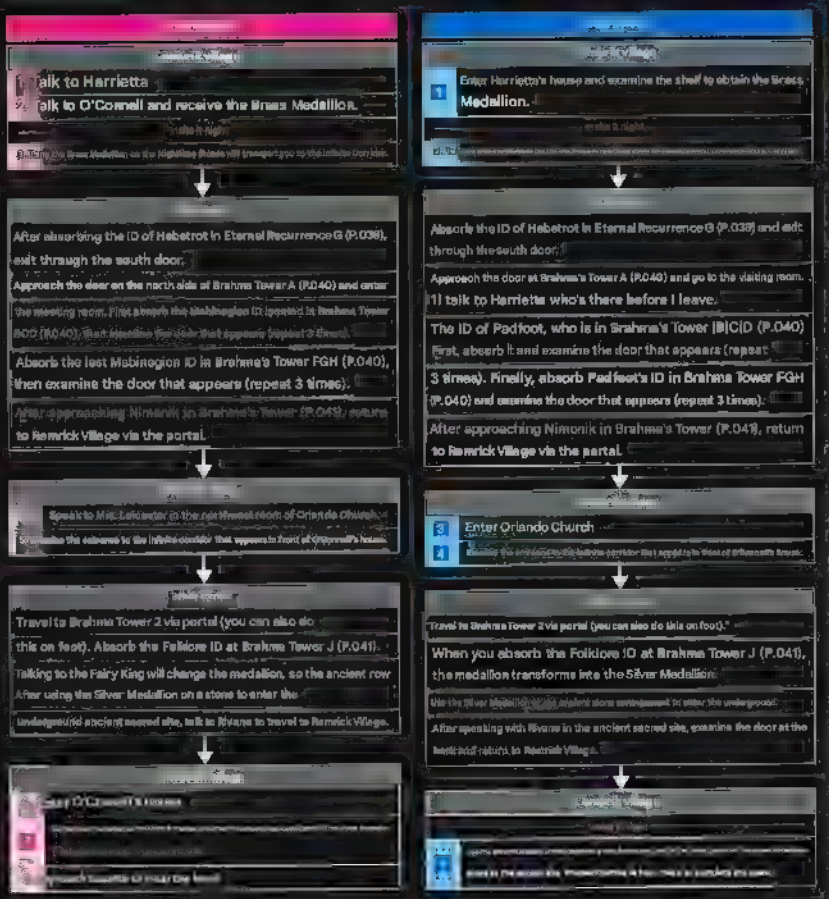


Chapter 4

flowchart

The Infinite Corridor has a unique structure, and you cannot proceed unless you meet certain conditions. If you make a mistake, you will be sent to a penalty area and forced to go back and forth to the same place multiple times, so explore while checking the correct way to proceed. Also, you will need to return to the village once and then re-enter the Infinite Corridor. When that happens, just enter the entrance that appears in the village at night.

Let's check the conditions for proceeding to the next area.


Talk to Harrietta
Talk to O'Connell and receive the Brass Medallion.
After absorbing the ID of Hebetrot in Eternal Recurrence G (P.038), exit through the south door.
Approach the door on the north side of Brahma Tower A (P.040) and enter the meeting room. First absorb the Mabinogion ID (pested in Brahma Tower BCC (P.040). Next absorb the door that appears (repeat 3 times).
Absorb the last Mabinogion ID in Brahma's Tower FGH (P.040), then examine the door that appears (repeat 3 times).
After approaching Nimonik in Brahma's Tower (P.041), return to Remrick Village via the portal.
Travel to Brahma Tower 2 via portal (you can also do this on foot). Absorb the Folklore ID at Brahma Tower J (P.041).
Talking to the Fairy King will change the medallion, so the ancient row
After using the Silver Medallion on a stone to enter the
underground ancient sacred site, talk to Rivane to travel to Remrick Village.
Enter Harrietta's house and examine the shelf to obtain the Brass Medallion.
Absorb the ID of Hebetrot in Eternal Recurrence G (P.038) and exit through the south door.
Approach the door at Brahma's Tower A (P.040) and go to the visiting room.
1) talk to Harrietta who's there before I leave.
The ID of Padfoot, who is in Brahma's Tower IBICID (P.040)
First, absorb it and examine the door that appears (repeat
3 times). Finally, absorb Padfoot's ID in Brahma Tower FGH (P.040) and examine the door that appears (repeat 3 times).
After approaching Nimonik in Brahma's Tower (P.041), return to Remrick Village via the portal.
Enter Orlando Church
Travel to Brahma Tower 2 via portal (you can also do this on foot).
When you absorb the Folklore ID at Brahma Tower J (P.041), the medallion transforms into the Silver Medallion.
After speaking with Rivane in the ancient sacred site, examine the door at the back and return to Remrick Village.

Lemurik village center

New quest

P.046
P.046
P.050
P.052
P.053

forks

Meaning of symbols: ○: ID appears △: Damage only ×: Ineffective ☆: Ailment/status access ★: Status effect occurs ×: ID appears

"Mural Suikaze Induction Stick Cutout"
"Mural Suikaze Induction Stick Cutout"
"Mural Suikaze Induction Stick Cutout"
"Mural Suikaze Induction Stick Cutout"
"Rainless water wind induction sticky break"
Hebetrot "Mural Suikaze Induction Stick Cutout"
"Mural Suikaze Induction Stick Cutout"
Mural Suikaze Induction
Stick Cut ΔAOΔ XXXΔΔ
"Mural Suikaze Induction Stick Cutout"
Mural Suikaze Yusui
Kikiri OXOOXXOO
element, no fire, ice, earth slash
Flameless ice breakthrough
OOOOOO
Its attack range is wide enough to reach behind the user, but its range is short. Attacking from a distance with Bullseye is the safest way to fight.
Flameless Icebreaker
Flameless Cutlasher
It moves quickly, making it difficult to land attacks. It's recommended to use a charging tenant to quickly close the distance and attack.
Flameless ice breakthrough OOOOOO
Hebetrot
Ice breakthrough OOOOOO
Since the stone can be defeated in one hit by any attack, Use items like Puck that consume less MC.
Flameless Icebreaker
Flameless ice Ground
cutting ΔXXΔOΔ
Unless it stops to attack, our attacks are ineffective. We must lure it into attacking and make it attack with sticking attacks.

How the penalty area works

The PA1 icon on the map (see below) indicates the route to the penalty area. There are three types of penalty areas in total, each with different types of Forks and Thought Stones that appear (P.038), but the basic mechanism is the same for all of them. As soon as you enter, the door will close, and you cannot escape until you solve the puzzle. If you escape, you will be able to return to the area you were just in.

How to read the icon (*)

- 3a PA1 ... ed to penalty area 1
- PA1(2) ... ed to penalty area 2
- PA1(3) ... ed to penalty area 3

* The last digit, if it appears, is the item only. If it appears, it represents the Kaeta and Ellen. If there are multiple numbers, the destination will be randomly selected from among them.

How to escape from the penalty area

There are several Thought Stones in the area, and destroying the one without stars will open the door and allow you to escape. The correct stone is determined randomly, and destroying the wrong stone may cause enemies to appear. The stones disappear after a while, so be careful not to be mistaken.

The door will open once all enemies in the area are defeated. A Thought Stone will also appear at the same time.

Permanent Returns Area

PA1or2

PA1or2

Eternal return area D P.038

PA1

PA1

Next: Ellen heads north and Keats heads south

There are two Ellen Hebetrots, and the one closest to you as soon as you enter the area is the one you should choose. Fake. The real one is in the northeast of the area. It's heading north, so let's follow it. "Keats, the fake Hebetrot is fleeing north. The real one is fleeing south, so you should head in that direction."

The correct answer is North for Ellen and West for Keats.

Hebetro In Eren Area B

To has fled north. From there, head to Area C. Only the real ones are in this area, so you should be able to spot them easily. "Keats Hebetrot will flee west. Let's meet from there in Area C."

rarefo ks To meet Candela

The condition for Ellen Rarefawks' Candela to appear is to absorb all types of Fawks IDs other than Candela that appear in the Infinite Corridor. This enemy will start moving and become vulnerable to damage when attacked with lightning. However, if you don't continue to attack it with lightning at a reasonable pace afterward, it will self-destruct, making it impossible to absorb its IDs. Hit it with lightning in between its continuous ... from self-destructing.

START

A

"Field Should Adjust"

Areas B through G each have a Hebetrot, and if the protagonist spots them, they will flee to the next area. Following the route the enemy took will take you to the next area, while taking any other route will send you to a penalty area (P.038). Some areas have Hebetrot imposters, which can be confusing, but you can reach your destination without any problems by following the routes indicated in this book (Ellen is in red, Keats is in blue). Note that you cannot defeat the fleeing Hebetrots, so just make sure to keep an eye on where they go.

Keats

Simple route

G

F

E

D

C

B

A

Go to penalty area

Ellen's route

Keats's route

Appearance fawkes

slam pin	5	...
Hebetrot (the real thing)		
...		
slam pin	5	—
gerbera	4	Increases when you defeat Stampin and Gerbera.
Hebetrot (Authentic) 1	Escape to the area. Attack impossible.	

		Defeating ... increases.
		...
		—
Hebetrot (the real thing) 1 Area D		

Infinite corridor eternal return

Hebetrot are present throughout the area, and the real ones will flee to the northeast. The fakes will either disappear after a while or transform into creatures like Broisher, so you should be able to distinguish them easily.

"There's only one Ellen Hebetrot, but it warps to different locations each time you get close. Eventually, it escapes to the south and out of the area. There's no need to wait for Hebetrot to escape, so head south immediately."

"When you enter the Keats area, there will be three Hebetrots in front of you, and they will each move to a different location. Of these, the one that moves south of the area is the real one, so just head in that direction."

"Ellen, four Hebetrots will appear in this area. The real one will run to the southwest, while the ones running in other directions are fakes. Note that the fakes will either disappear after a certain amount of time or transform into Slampins or Mabinogions.

"Of the four Keats Hebetrots, the real one is heading south. The imposters will each move to an area transition point and then transform into Slampins."

"After absorbing Ellen Hebetrot's ID, visit this area again and defeat Hebetrot within 2 minutes to obtain [Infinite Corridor Picture Book Page 5]. Then, repeat the same procedure once more and defeat Hebetrot within 1 minute and 30 seconds to obtain [Twilight Spirit Garment]."

Of the four doors in Area I G, only the eastern door you entered through is initially open. To open the western door, which leads to the area where Folklore is located, you must follow these steps. Note that once a door is opened, it will never close again.

How to open the next door

1. Absorb Hebetrot's ID and open the south door.
2. Proceed through the south door to the Brahma Tower area A.
3. When you return to this area from the door in the Tower of Brahma area, the door on the north side will
4. Proceed to the Brahma Tower area through the north door.
5. "Enter this area from the door in the Tower of Brahma area." "When you return, the west door will open."

Brahma's Tower Area I

Brahma's Tower Area A

Brahma's Tower Area B

penalty area 1

penalty area 2

penalty area 3

"Return to previous area."

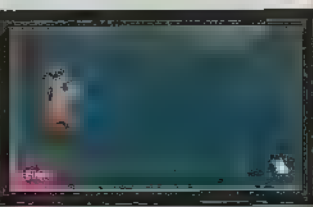
"Return to previous area."

"Return to previous area."

Get a valuable item in the penalty area

There items can be found in the Thought Stones located in Ellen's Penalty Area. In Area 2, you can obtain the [Emerald Liquid], and in Area 3, you can obtain [Infinite Corridor Picture Book Page 3]. Area 2 can be accessed from Areas C and D, and Area 3 from Areas E and F, so proceed from there.

"Keats: A valuable item is contained in the Thought Stone that appears when you defeat all the enemies in the penalty area. You can definitely reach Area 1 from Area E, but there is no guaranteed route to Areas 2 and 3. You have no choice but to visit Areas E and F repeatedly until you get the item you want."



appearance fawkes

Brolahan		It increases when you defeat Brolahan.
Hebetrot (the real thing)		Area F. Escape to E. Attack impossible.
Key pin	3	–
Melonogion	5	It appears when you defeat the Melonogion.
Hebetrot (the real thing)		Area F. Escape to Area F. Attack is not possible.
Glass pin	6	
Brollahan		It increases when you defeat Brolahan or when Hebetrot escapes.
Hebetrot		If you defeat the enemy within 3 seconds of the second battle, Jumble Soldier Ninjya Red appears. If you defeat the enemy within 3 seconds of the third battle, Twilight
Lucida	1	It appears when you examine one of the Thought Stones. If you defeat Lucida within 3 seconds, Lucida will summon four Brolahans.
Brolahan	6	
Answerer		It appears when you directly use of the Ancient Thought Stones.
Lucida	1	Consuming one of the Thought Stones to fill the slot makes it appear again later. Lucida, whether will or answer. Accurately.
Brolahan	4	
Answerer	3	
Brollahan		
Red foot	1	–
		Lucida summons Brolahans. Attack is impossible.
Key pin		It appears when you defeat Brolahan.
		Area Temple B. Attack impossible.
Hebetrot (the real thing)		
Brolahan	11	
Factory pin	10	
Hebetrot (the real thing)		Area Temple B. Attack impossible.
		[Red Liquid] will appear.
Brolahan	6	If you defeat two Brolahan while Lucida is present, Lucida will summon four Brolahan.
Lucida	1	
	1	–
Brollahan		
Lucida		1. Lucida summons four Brollahan
Hebetrot	1	

Obtaining the [Red Liquid], one of the following will appear: [Golden Ore], [Green Ore], [Green Quartz], [Yellow Powder], [Green Powder], [Purple Powder], [Pulsating Fruit], [Warm Fruit], or [Cold Fruit].

thought stone list

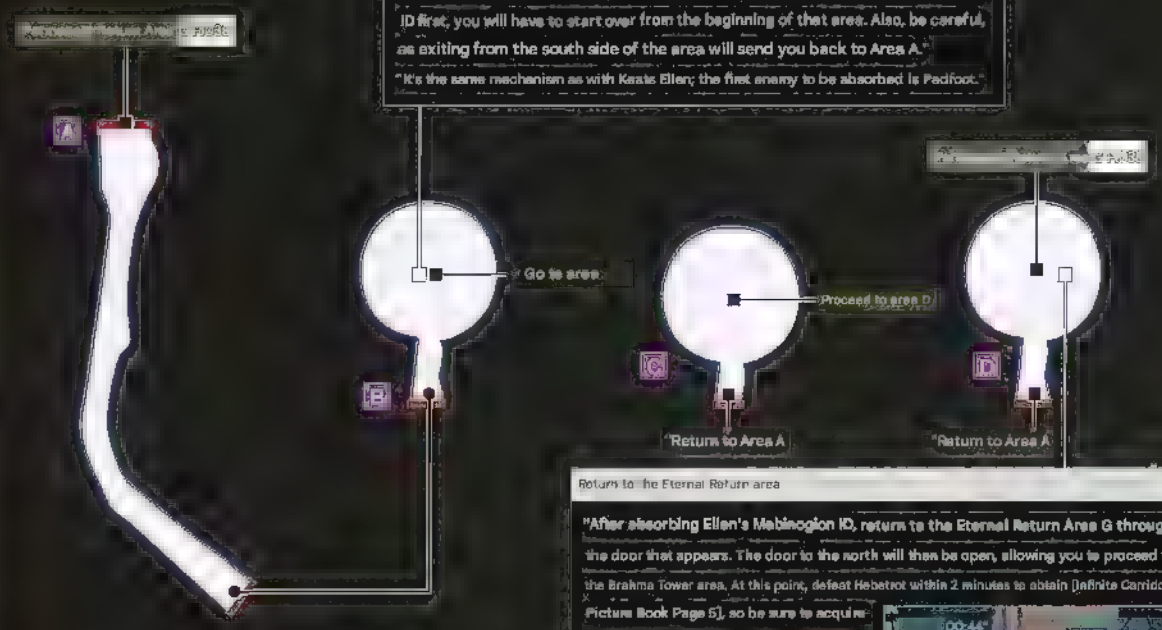
		The contents change randomly. After obtaining page 4, it changes to [Green Crystal].
	Drop of Life (Small)	
	Drops of All Life (Large)	–
	Whole green powder	
	Whole green powder	
	The Drop of All Life (Large)	
	Whole green powder	
	Whole green powder	
	Su Zenshiki	
		It appears after you break the thought stone. After obtaining
	Thunder Life Drop (Small)	
	Drops of All Life (Small)	–
	Drops of All Life (Small)	
		–
		–
	unlock the door or	One option unlocks the door, while the other randomly spawns an enemy.
	Mock fire water leaf or	Liquid), it changes to [Warm Fruit].
	unlock the door or	2. It changes to [Cold Fruit].
		–
	Red jade or jade or Golden ore or	The contents change randomly. Also, some thought stones may not appear.
	Keyes All Green ore or	
	Purple Life Drop (Small)	–
	Purple Life Drop (Small)	–
	Drops of All Life (Small)	
	Drops of All Life (Small)	
	Ice, Drops of Life (Small)	–
	Ice, Drops of Life (Small)	–
	all red liquid	Appears after defeating all enemies. After obtaining [Red Liquid], it may transform into [Cold Fruit].

infinite corridor | tower of brahma

Absorb the ID of a specific enemy first

"Ellen, if you absorb the Mabinogion ID first from the enemies in Area B, a door to proceed to the area will appear. This mechanism is the same in the area as well; if you absorb the Mabinogion ID first, you can proceed. If you absorb or defeat another enemy's ID first, you will have to start over from the beginning of that area. Also, be careful, as exiting from the south side of the area will send you back to Area A."

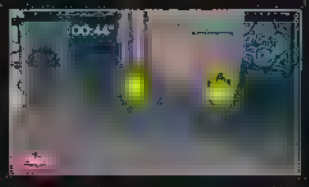
"It's the same mechanism as with Keats Ellen; the first enemy to be absorbed is Padfoot."



Return to the Eternal Return area

"After absorbing Ellen's Mabinogion ID, return to the Eternal Return Area G through the door that appears. The door to the north will then be open, allowing you to proceed to the Brahma Tower area. At this point, defeat Hebetrot within 2 minutes to obtain [Infinite Corridor Picture Book Page 5], so be sure to acquire it before entering the area.

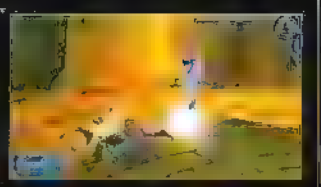
"The difference between this and Keats Ellen is the time it takes to defeat Hebetrot. To obtain [Infinite Corridor Picture Book Page 5], you need to defeat him within 1 minute and 30 seconds."



his time, we'll absorb the ID of a specific enemy last.

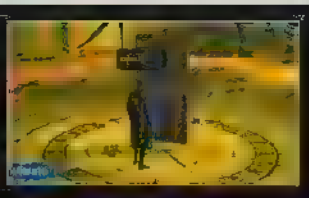
Unlike areas B-D, in Ellen, absorbing the Mabinogion ID last will reveal a door to the next area. Repeat this process to reach the next area. You can either absorb or defeat enemies other than the Mabinogion. Note that exiting from the south side of the area will return you to area E.

"Keats: The basic mechanism is the same as in Eran's chapter. Here, by absorbing Padfoot's ID at the end, a door to proceed to the next area will appear."



Returning to the Eternal Return area once again

If you absorb the Mabinogion ID last, or if you absorb the Padfoot ID last, a door will appear. Examining this will allow you to return to the Eternal Return area. Now the west door is open, so proceed from there to the Brahma Tower area.



Eternal return area P.038

To remove the barrier in the Ellen area, you must return to Remick Village via the portal and speak with Mrs. Lester at Orlando Church. Afterwards, when you return to the Infinite Corridor, use "Portal Travel" to return to this point.
Just like Ellen Keats, he needs to return to the village to break the barrier. However, in Keats' case, all he needs to do is enter the Orlando Church.

BOSS

fresh room

Absorption mode: Beat + Stop & Go (180 seconds)

HP & Elemental Resistance: Deadly Hearts: Cutting: 450, Mouth: Earth: 10, Eye of Wall: Water: 25, Big Eye: Sleep: 20

Defeat Slampin and then absorb the ID

Attack the Eye of Wall (hereinafter referred to as "Eye") on the wall — Attack the mouth in the center (Keats only) — Repeat the process of attacking the Deadly Hearts (hereinafter referred to as "hearts") that come out of its mouth. Since each has a limited number of effective attributes, please check the strategy guide before attacking. As you reduce the HP of the heart, the number of eyes will increase from 2 to 4 to 6, and after there are 6 eyes, attacking the heart will cause a red ID to appear.

The troublesome part is the Slam Pins that Big Eye summons, which interfere with ID absorption. Even if you defeat them all, more will be summoned, so leave one alive instead of defeating them all. Then, when a red ID appears from the heart, defeat that one and absorb the ID from the heart. In Ellen's case, if you put Big Eye to sleep, Slam Pins will not be summoned for a certain period of time.

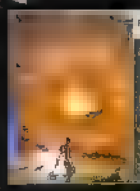
Strategy steps for Eren

1. Attack the Eye of Wall (hereinafter referred to as "Eye") on the wall — Attack the mouth in the center (Keats only)
2. Attack Deadly Hearts with cutting attacks.
3. Attack the Eye of Wall with water-element attacks (4 locations)
4. Attack Deadly Hearts with stabbing attacks.
5. Attack the Eye of Wall with water-element attacks (6 locations)
(repeat)
6. Attack Deadly Hearts with cutting attacks.

Steps to conquer Keats

1. Attack the Eye of Wall with fire-element attacks (4 locations)
2. Attack the mouth with earth-element attacks, and attack Deadly Hearts with cutting-element attacks.
3. Attack the Eye of Wall with fire-element attacks (6 locations)
(repeat)
4. Attack Deadly Hearts with cutting attacks.

Main attack method

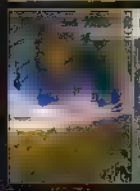


flash

This is a counter-attack that appears when you defeat Eye of Wall. If you're using Ellen, it will hit Fennes, who is under her control, and you won't take any damage. If you're using Keats, you should guard against it.

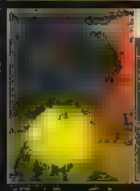
big fist

A space on the side of the room glows, and a giant fist flies out from it. Move to the center of the room or move away from the space where the fist appears. If you don't have enough time, guarding is also an option.



big step

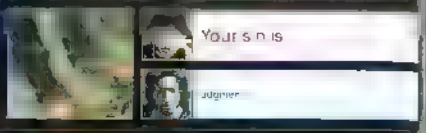
Debris will slowly fall from the ceiling and shake up your guard, so if you're hit by it, you'll fall down. However, when you see it shaking, you'll be able to avoid it.



The liquid that Deadly Hearts shoot out

It doesn't inflict damage, but if it hits you, you'll become sticky. A small amount of liquid will spurt out beforehand, so move away when you see it.

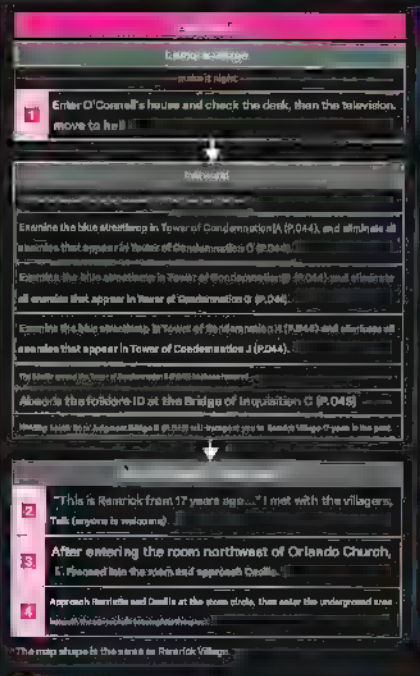
Chapter 5

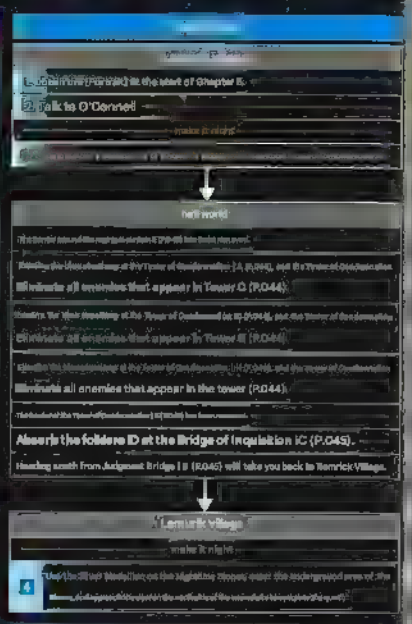


flowchart

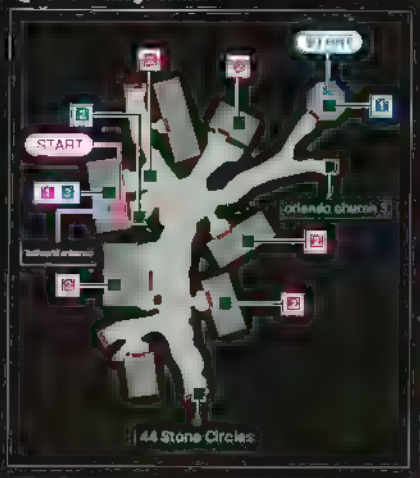
Only Ellen explores the past village of Remrick

The procedure for entering the other world is simple for both characters, except that O'Connell's house is the Underworld. After defeating the Folklore in the Underworld, Keats returns to Remrick Village as usual, but Ellen goes to Remrick Village 17 years in the past. However, the terrain is the same as it is now, so you shouldn't get lost if you look at the map below. There are also villagers in the past village, and you can get information about the incident from them, so it's a good idea to talk to them all.


Enter O'Connell's house and check the desk, then the television. move to hell
hell world
Examine the blue streetlamp in Tower of Condemnation A (P.044), and eliminate all enemies that appear in Tower of Condemnation C (P.044).
Examine the blue streetlamp in Tower of Condemnation C (P.044), and eliminate all enemies that appear in Tower of Condemnation B (P.044).
Examine the blue streetlamp in Tower of Condemnation B (P.044), and eliminate all enemies that appear in Tower of Condemnation A (P.044).
Absorb the folklore ID at the Bridge of Inquisition C (P.045)
Heading south from Judgment Bridge II (P.045) will transport you to Remrick Village 17 years in the past.
"This is Remrick from 17 years ago..." I met with the villagers. Talk (anyone is welcome).
After entering the room northwest of Orlando Church, I passed into the room and approach Cecilia.
Approach Remrick and Cecilia at the stone circle, then enter the underground area
The map shape is the same as Remrick Village.


Talk to O'Connell
hell world
Eliminate all enemies that appear in Tower C (P.044)
Eliminate all enemies that appear in Tower B (P.044)
Eliminate all enemies that appear in the tower (P.044)
Absorb the folklore ID at the Bridge of Inquisition IC (P.045).
Heading south from Judgment Bridge I B (P.045) will take you back to Remrick Village.
Remrick Village

Remrick village center

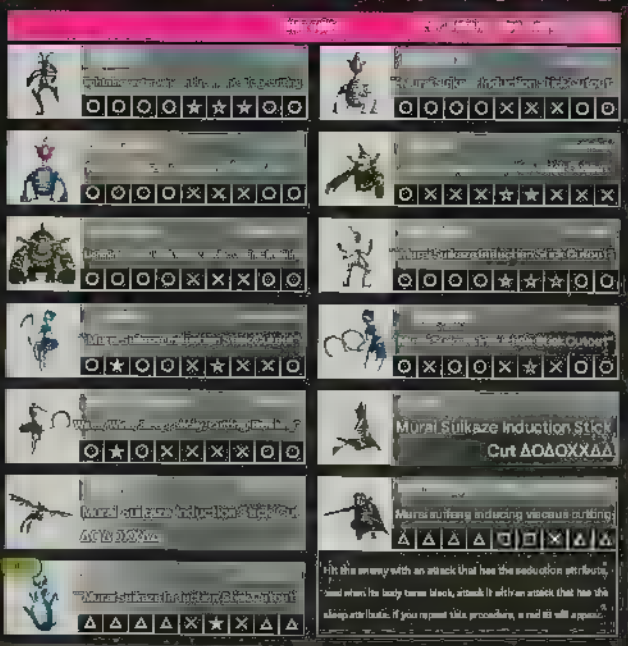


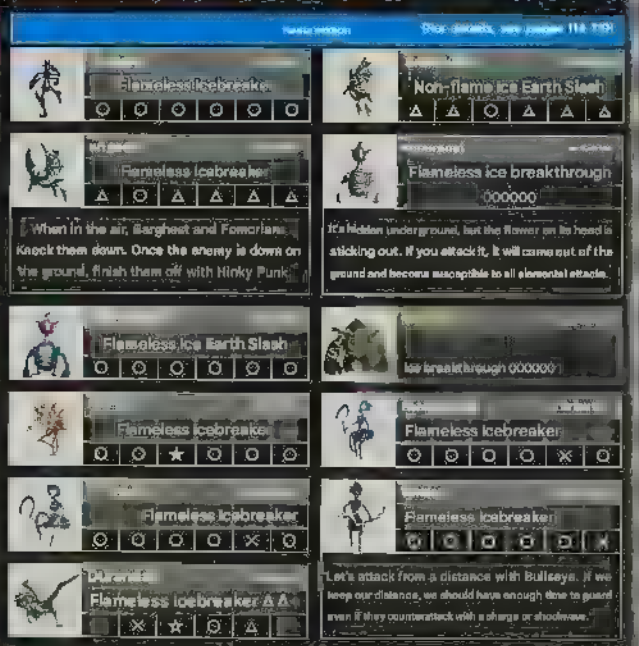
New Quest

	P.054
	P.055
	P.056
Nightless gathering of Ulishuh	P.056
Night-Hungry Ballad	P.053
	P.053

forks

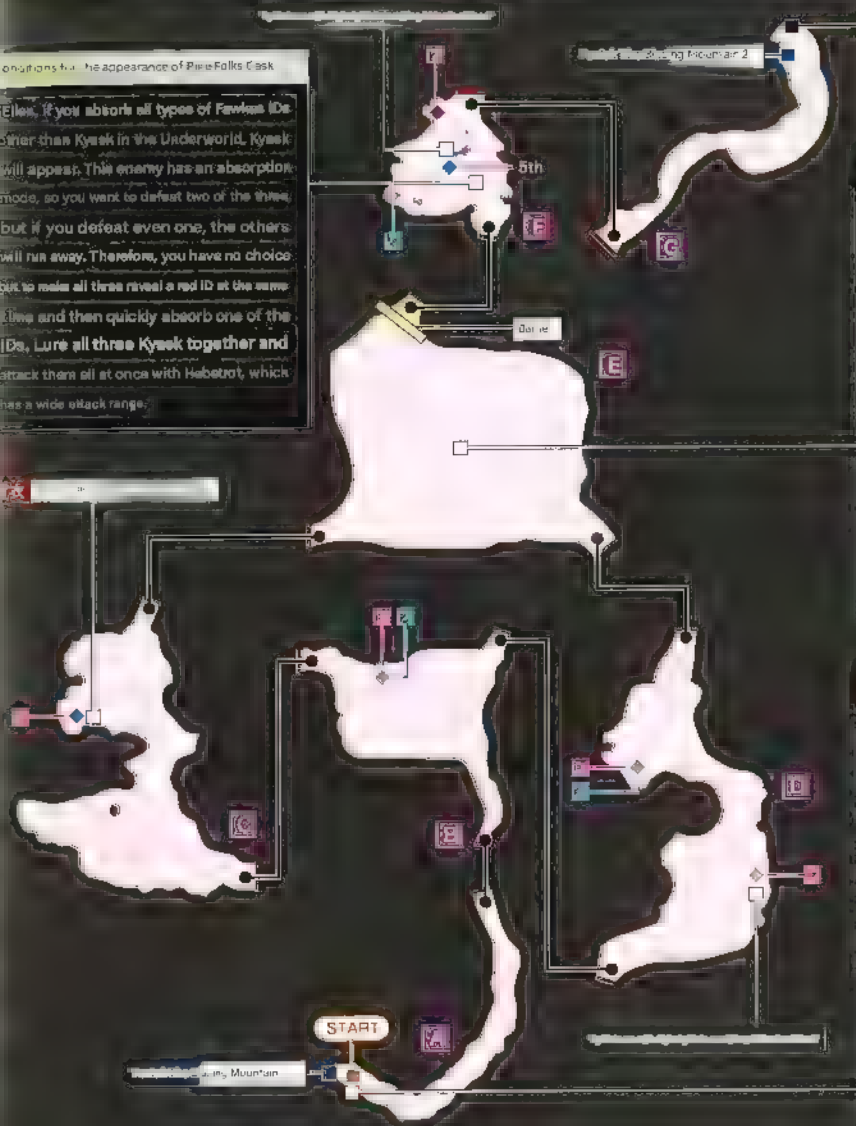
Meaning of symbols: ○: ID appears △: Damage only ×: Ineffective ☆: Status effect occurs ★: Status effect occurs + ID appears


Murai Suikaze Induction Stick Cut ΔΟΔΟΧΧΔΔ
Murai suffering inducing vicious cutting
Hit the enemy with an attack that has the seduction attribute, and when its body turns black, attack it with an attack that has the sleep attribute. If you repeat this procedure, a red ID will appear.


Flameless Icebreaker
Non-flame ice Earth Slash
Flameless Icebreaker
When in the air, Sargheist and Fomorians. Knock them down. Once the enemy is down on the ground, finish them off with Hinky Punk!
Flameless ice breakthrough ○○○○○○
It's hidden underground, but the flower on its head is sticking out. If you attack it, it will come out of the ground and become susceptible to all elemental attacks.
Flameless Ice Earth Slash
Flameless Icebreaker
Flameless Icebreaker
Flameless Icebreaker
Flameless Icebreaker
Let's attack from a distance with Bullseye. If we keep our distance, we should have enough time to guard even if they counterattack with a charge or shockwave.

hell world

mountain of hellfire



Conditions for the appearance of Rare Folks Cask

"Ellen, if you absorb all types of Fawkes IDs other than Kyesk in the Underworld, Kyesk will appear. This enemy has an absorption mode, so you want to defeat two of the three, but if you defeat even one, the others will run away. Therefore, you have no choice but to make all three reveal a red ID at the same time and then quickly absorb one of the IDs. Lure all three Kyesk together and attack them all at once with Hebetrot, which has a wide attack range."

Also, defeat the Fomorian enemy to break the barrier

The Fomorians, who cast barriers, are tough enemies with high defense and powerful close-range attacks. Attack them from a distance with Bullseye to avoid taking heavy damage. Also, if reinforcements such as Uluter and Urigig appear, prioritize defeating them to prevent them from interfering with the Fomorians' ID absorption.

obtain the Spirit Garment "Twilight Spirit Garment"

"Ellen, if you destroy the specific thought stones in the Hell Realm in order, you will finally obtain the [Twilight Spirit Garment] from A in the Inquisition Bridge area A (P.045). There are five stones in total, as shown in the table below, and the next stone will be added each time you destroy one. Note that even if you leave the Otherworld at some point, you do not need to start over from the beginning."

List of acquisition conditions for [Twilight Spirit Garment]

1. [illegible]	[illegible]
2. Inferno Mountain Area	B	[illegible]
3. [illegible]	[illegible]
4. Inferno Mountain Area	[illegible]
5. [illegible]	[illegible]

appearance fawkes

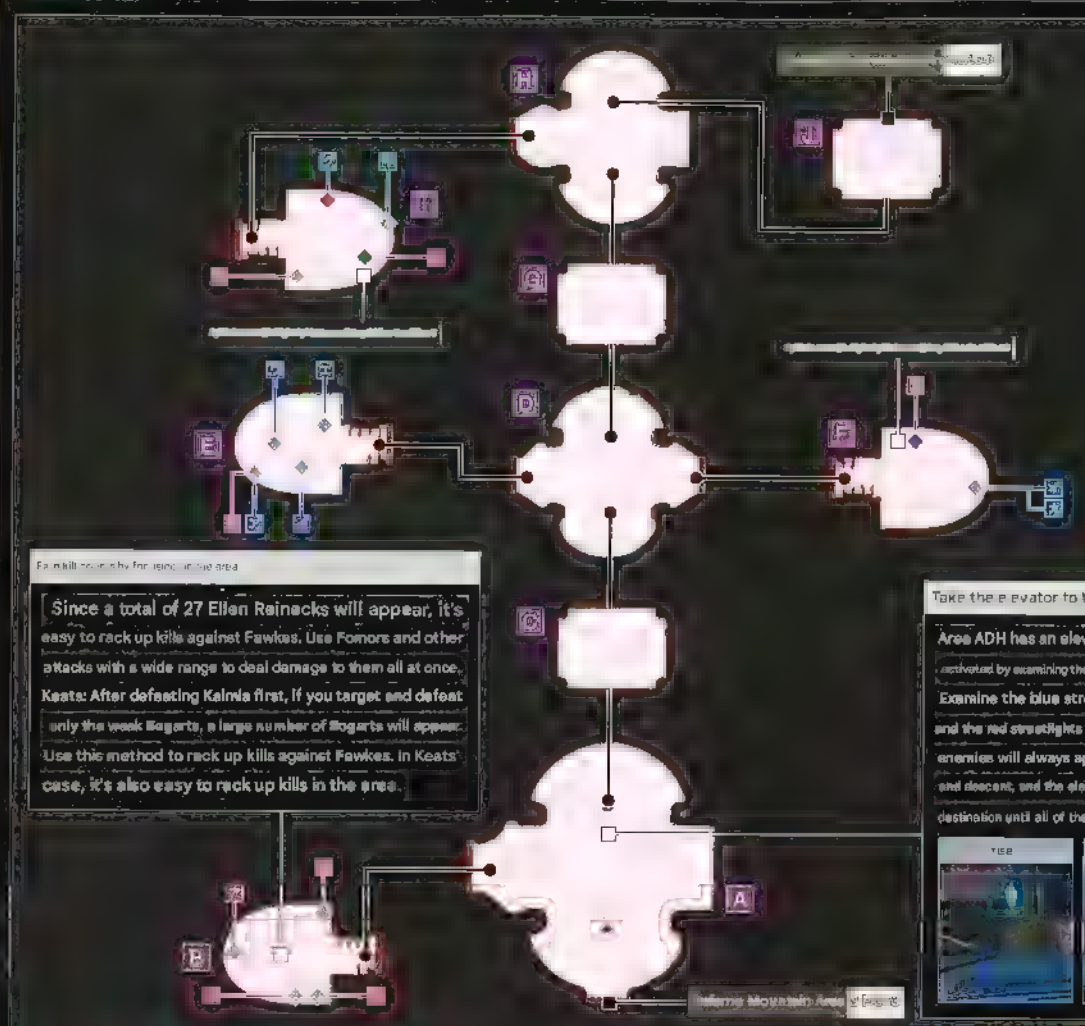
	Name	Number	Remarks
	Pegasus	6	—
	[illegible]	[illegible]	Appears only after entering from Area B.
	[illegible]	[illegible]	[illegible]
	[illegible]	3	[illegible]
	[illegible]	[illegible]	[illegible]
	[illegible]	1	A barrier has been erected. If you inflict damage, [illegible]
	[illegible]	4	They appear when you damage the Fomors.
	[illegible]	[illegible]	They appear when you damage the Fomors.
	[illegible]	[illegible]	[illegible]
	[illegible]	3	[illegible]
	Bogart	6	—
	[illegible]	[illegible]	Appears only when entering from Area [illegible]
	[illegible]	[illegible]	[illegible]
	[illegible]	[illegible]	[illegible]
	[illegible]	[illegible]	[illegible]
	uri geek	[illegible]	[illegible]
	Urishuk	[illegible]	They appear when you damage the Fomors.
	uri geek	4	They appear when you damage the Fomors.
	Fomorian	[illegible]	A barrier has been erected. If you inflict damage, Urishuk and Call Urigeek a total of two times.
	[illegible]	[illegible]	[illegible]

thought stone list

Area / Location / Fawkes	Appears	Remarks
[illegible] Hell Picture Book Page 3		[illegible]
[illegible]		[illegible]
D	—	[illegible]
D	[illegible]	[illegible]
F	[illegible]	[illegible]
F water	—	[illegible]
[illegible] Hell Picture Book Page 2		[illegible]
The Picture Book of [illegible] Page 3		[illegible]
[illegible] Picture Book Page 4		[illegible] It transforms into [Life Stone (Small)].

hell world

tower of condemnation


Since a total of 27 Ellen Rainacks will appear, it's easy to rack up kills against Fawkes. Use Fomors and other attacks with a wide range to deal damage to them all at once.
Keats: After defeating Kainia first, if you target and defeat only the weak Bogarts, a large number of Bogarts will appear. Use this method to rack up kills against Fawkes. In Keats' case, it's also easy to rack up kills in the area.
Take the elevator to the next area.
Area ADH has an elevator, which can be activated by examining the streetlights in the area. Examine the blue streetlights to ascend and the red streetlights to descend. However, enemies will always appear during ascent and descent, and the elevator will not reach its destination until all of them are eliminated.
rise
descem

appeared bosses

area	name	number	rewards
D	Ellen Rainacks	27	When you defeat a total of 27 Ellen Rainacks, 1 Large Life Drop appears.
	behind	2	—
	Unuaru	1	—
E	Ellen Rainacks	5	When you defeat a total of 5 Ellen Rainacks, 1 Large Life Drop appears.
	Unuaru	2	—
	Ellen Rainacks	4	—
	behind	1	—
	Jagdpferd	1	—
	Unuaru	2	—
	Jagdpferd	3	—
	Unuaru	3	—
	Beerwind	2	When defeated, it drops a Large Life Drop.
	Unuaru	1	—
A	Jagdpferd	20	When you defeat a total of 20 Jagdpferd and Beerwind, 1 Large Life Drop appears.
	Beerwind		
C	Ellen Rainacks	1	—
	Unuaru	2	—
E	Bogart	34	Increases when you defeat Bogart.
	Bogart		
	Uri gook		Defeating them all during Assault and Beta.
	Behind		
G	Bogart		When you defeat Bogart or Uri gook.
	Brigade	2	—
	Jagdpferd		When you defeat Bogart or Uri gook.
	Verdict		Appears after defeating Bogart and Uri gook.
	Bogart 1	1	When defeated, it drops a Large Life Drop.
	Verdict	2	

thought crime list

area	name	number	details
B	A Fomor		Defeat 1 Fomor and 1 Ellen Rainacks.
	Ellen Rainacks		Defeat 1 Fomor and 1 Ellen Rainacks.
E	Ellen Rainacks		Defeat 1 Fomor and 1 Ellen Rainacks.
	Fomor		Defeat 1 Fomor and 1 Ellen Rainacks.
F	—	—	When you defeat the Thought Crime in this area, you will be transported to the Thought Crime in area [illegible].
	Drops of All Life Crystals	—	—
	Ni Eyes	—	Appears after defeating Ni Eyes.
E	A	Defeat All Life Crystals	—
	All	Defeat 1 Fomor and 1 Ellen Rainacks.	Appears after defeating all enemies, including normal enemies.
F	—	—	—
	Ni Eyes	Drops of All Life Crystals	Appears after defeating Kainia and Keats.
I	—	Defeat All Ellen Rainacks	—
	—	—	Small Magazine

hell world

Let's release the final barrier

"You can remove the barrier by absorbing Ellen Morelia/Vegalta's ID. This enemy's effective attack attribute changes depending on its body color; normally, only the seduction attribute works, but when its body turns black, only the sleep attribute works. Pay close attention to its body color and switch your attacks accordingly. The condition for removing the barrier is absorbing Keats Durandal's ID. First, it's best to freeze Durandal with ice attribute attacks. Then, if you attack with earth attribute attacks, you should be able to get a red ID without taking too much damage."

appearance fawkes

Morelia/Vegalta	A barrier is being erected.
Durandal	A barrier has been erected.

thought stone list

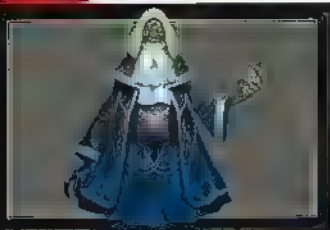
	Ice Attribute Attack	You can defeat Morelia/Vegalta, or enter the "Bridge Area [A" section of the Inquisition.

hell world

bridge of inquisition

BOSS Yama | Absorption Mode: Timing + Beat + Stop & Go (200 seconds)

HP & Attribute Durability [Body, HP: 780]Barrier: Cut: 70



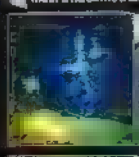
Overseas strategy steps

1. Attack the strings wrapping Yama with the weapon shown and destroy them all.
2. Break Yama's barrier with a cutting attack.
repeat

And Yama hidden in the magic mirror

Yama is hiding in one of the six magic mirrors that is glowing, so destroy it with a destructive attack. However, attacks are ineffective when the mirror is moving quickly or when it is gathered in the center of the area. Aim for when the mirror is moving slowly on the outside of the area. Once you destroy the mirror, Yama will appear, charge at you once, and then hide behind the mirror again. There is almost no space to dodge the charge, so it is better to guard and block it. Repeat the above procedure, and when you destroy all the mirrors, Yama will appear. In this state, destroy Yama's barrier with a cutting attack, and if you are using Ellen, use a lightning attack, and if you are using Keats, use a fire attack. Use Fawkes, who can attack from a distance, to make it easier to deal with Yama's attacks.

Main attack method



eye of judgment

Yama will start firing four beams of light in quick succession. Keep moving left and right to dodge them.

Bird

A large flock of birds is flying in an arc. You can avoid them by staying away from the mountain or staying close.

My raw is

Your HP will be reduced to 1 for a certain period of time. There is no way to prevent this, so focus on staying away from the mountain and dodging attacks.

Six Garment II the ... you also met the Twilight Spirit Garment, will appear.

"If you have fulfilled all of the conditions 1-5 for obtaining Ellen's [Twilight Spirit Garment], a Thought Stone A containing the spirit garment will appear. By changing into this spirit garment, you will become stronger against wind-attribute attacks and be able to nullify seductive-attribute attacks."

appearance fawkes

Ingenuity	
Belidet & Increases	Number of Bigots that appear varies depending on the entry route.
Belidet & Increases	when you defeat Belidet. The number that appear varies depending on the entry route.

thought stone list

All Twilight Spirit Garment	The Stage of Thought in the Tower of Condemnation area.
	After obtaining page 5, it becomes [Life Drop (Small)] shrine

Chapter 6

flowchart

Eren and Keats reunite to explore.

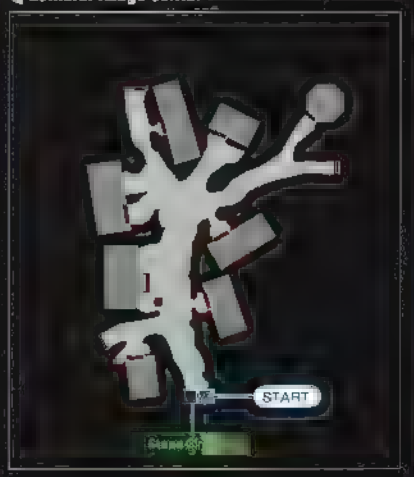
Chapter Six doesn't have separate sections for Eren and Keats; instead, both characters cooperate to progress through the chapter. You start by controlling Keats to explore, and then switch to Eren at the end to fight the Folklore.

The otherworld you're exploring is called the Village of Immorality, and its center has the same shape as Rewrick Village. Approaching the Nimonik scattered throughout the center will transport you to the Village of Immorality area A1 on the right page. Defeating all the enemies that appear in the area will make a door appear.

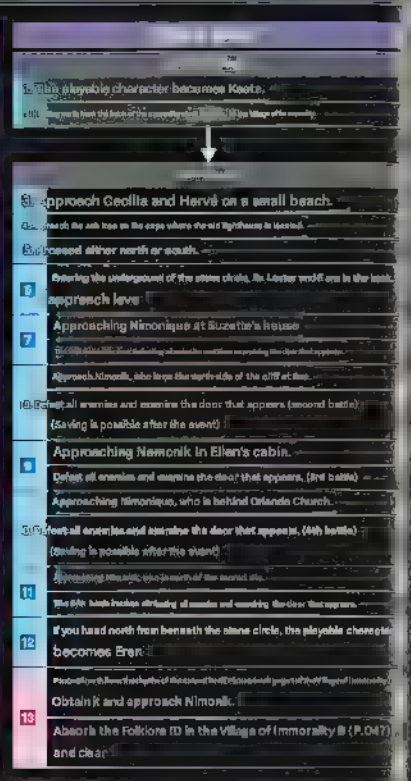
Then, you return to the village through that door. If you repeat this procedure five times, you will finally be able to proceed to the Village of Immorality area B1 where Folklore resides. You can only enter the Village of Immorality during Chapter Six, but there are no new IDs to absorb in this other world, so you don't need to worry about missing anything.

Incidentally, a portal is found deep within the sacred land that Ellen heads to at the end, but it is not possible to return to Rewrick Village or change into her spiritual attire.

Lemurik village center

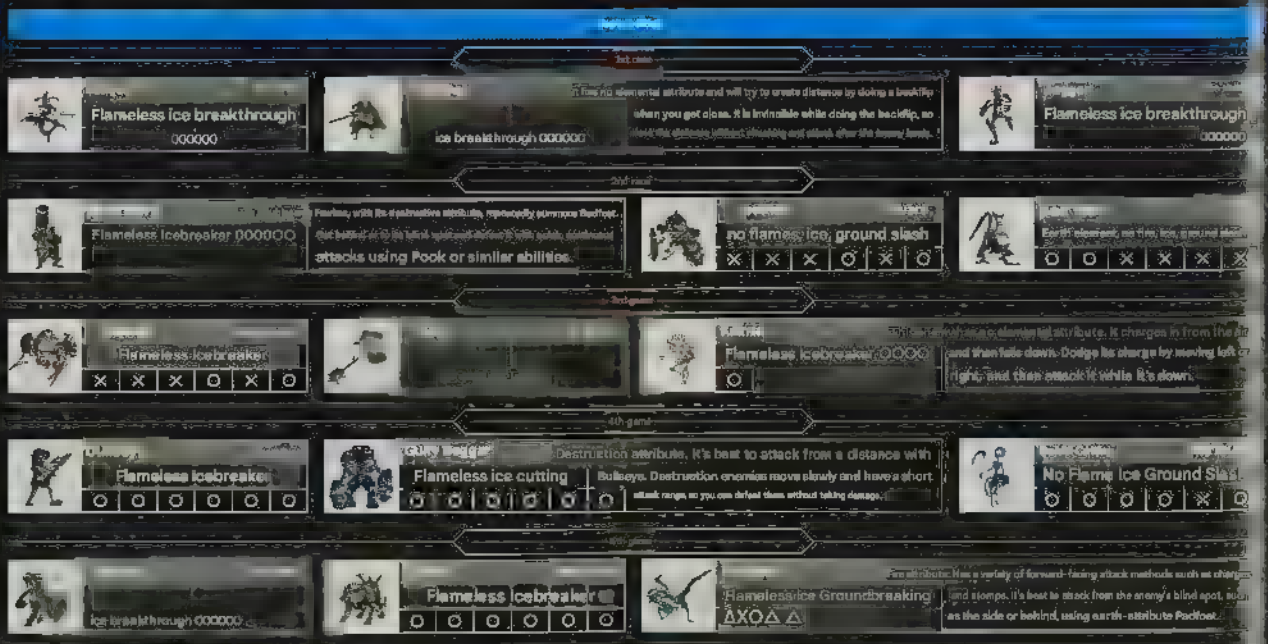


The center of the village of depravity


1. The playable character becomes Keats.
2. Approach Cecilia and Hervé on a small beach.
3. Proceed either north or south.
6 Approach Ieve
7 Approaching Nimonique at Suzette's house
10 Approach Nimonik, who is on the north side of the cliff at first.
Defeat all enemies and examine the door that appears. (second battle)
(Saving is possible after the event)
9 Approaching Nimonik in Ellen's cabin.
Defeat all enemies and examine the door that appears. (first battle)
Approaching Nimonique, who is behind Orlando Church.
Defeat all enemies and examine the door that appears. (4th battle)
(Saving is possible after the event)
11
12 If you head north from beneath the stone circle, the playable character becomes Eren.
13 Obtain it and approach Nimonik.
Absorb the Folklore ID in the Village of Immorality B (P.047) and clear

forks

Meaning of the symbols ○:ID appears △: Damage only ×: Ineffective ☆: Abnormal status occurs in three consecutive rounds ×:ID appears



Let's defeat all the enemies and make the door appear.

Keats: Once you defeat all the enemies that appear, a door will appear in the center, allowing you to return to the heart of the Village of Immorality. The types of enemies will change each time you come to this area, and if you win a total of five battles, you can proceed to Area B where Folklore is located. It is a good idea to heal any damage taken in battle with items such as the [Life Drop (Small)] found in the Stone of Thought before entering the door.

battle points

The enemies that appear are three types: Pook, Bogart, and Brokehan. If you attack them with Fenrir, which have a wide attack range, such as Fomors, you should be able to easily wipe them all out!

Stop the Summon spell from Pook, Bogart, and Brokehan. The Summon spell is used when you get close, so you can advance and continuously attack it with weapons like the Boar.

Fenrir is effective against all appearing enemies. It has a wide attack range and can hit even Kelmis, who is positioned high up, so you should be able to wipe out all enemies with just Fenrir.

Multiple enemies appear from the start. Don't charge in recklessly; instead, slowly advance north from the starting point and defeat them one by one. Using Bullseye for long-range attacks will keep you safe.

First, defeat the Tiwaris that don't enter absorption mode to reduce the number of enemies. Next, fight Ogres, who can hit you with long attacks, and finally Brokehan, who has strong guards and takes many hits to defeat.

BOSS enigma — Absorption Mode: Timing + Balance + Beat (220 seconds)

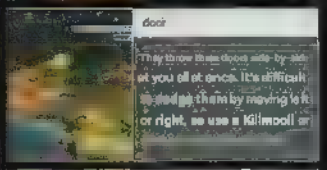
HP & Attribute Durability: Body HP 1100

Strategy steps

1

When there are no objects flying around, dash with the following attacks: Boar, Lightning, Strike Shot, Guiding Bombardier.

Main attack method



Enigma's attacks are determined by a roulette-like system. Drums, rocks, and utility poles fly around this enemy, and when they stop moving, it attacks with the object that was in front of it. Enigma is invincible while the objects are spinning, so don't try to attack it.

Once the enemy's attack methods are decided, you dodge them and then counterattack.

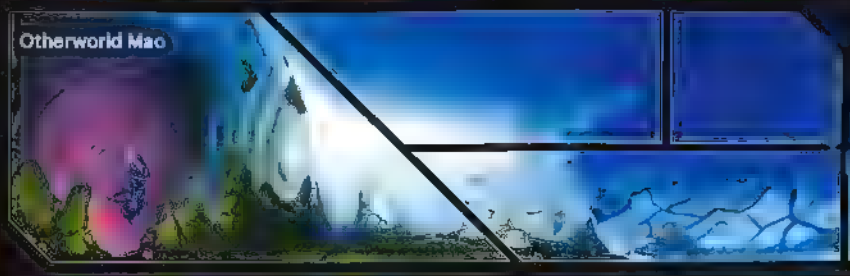
Many attack attributes are effective against Enigma, but the Lightning attribute, which inflicts the electrocution status, is recommended. In particular, using Ga-Ra, which allows for continuous attacks, is an efficient way to deal damage.

appearance feature

	Name	Number	Remarks
	Bogart	2	
Match 2	Pook	2	—
	Padfoot	2	—
Match 3	Apsaras	3	—
	Bullseye	3	—
Match 4	Gerry Beagle	1	—
	Jaki	3	—
	Tiwari	1	—
Match 5	Ogama	1	—
	Dullahan	1	—

thought stone list

Match 1	A-Q All Life Drops (Small)		
	A-Q All Life Drops (Small)		
	A-Q All Life Drops (Small) + Life Drop (Small) + Drop of Life (Large)		
Match 3	A-Q All		
	A-Q Drops	of All Life (Small)	—
		Safety + Life Drop (Small) x2	Safety Mechanism
Match 5	A-Q All Life Drops (Small)		



Chapter 7

something to be afraid of

flowchart

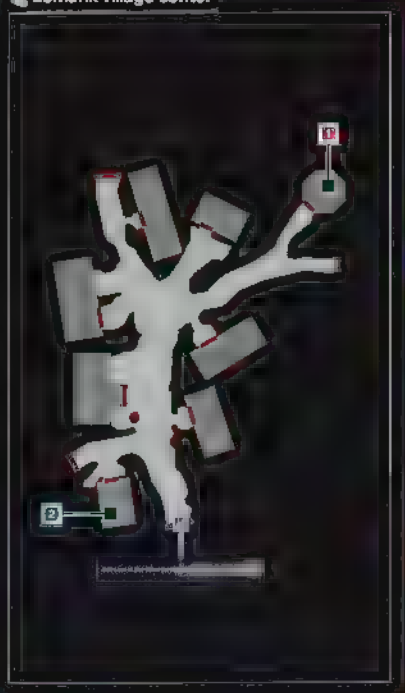
Explore while changing the operating character

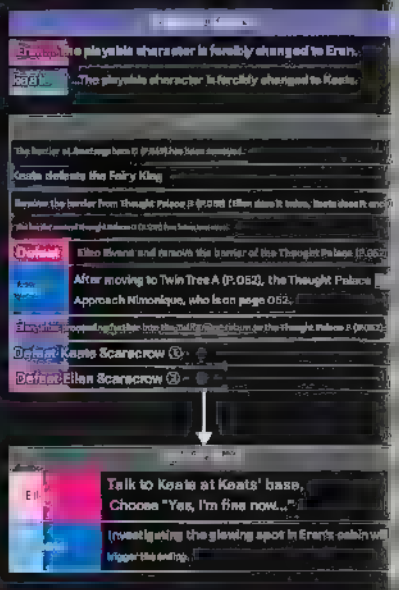
Similar to Chapter Six, Ellen and Keats will work together to explore, but this time you can freely switch between playable characters. To switch, simply talk to the other protagonist and select the option to switch. In Remrick Village, the other protagonist can be found in the pub day or night; in the Otherworld, they can be found in the Amatsugahara Area AG or the Thought Palace Area. Just go there when you want to switch characters. However, the playable character will be forcibly determined during boss battles and certain procedures.

Also, be aware that even in the same area, the items you can obtain from Fawkes and Thought Stones will differ depending on whether you are playing as Ellen or Keats. To absorb all of Fawkes' IDs, you will need to explore the area with both protagonists.

▲Ellen automatically obtains the [White Night Spirit Dress] at the start of Chapter 7 and starts wearing it.

Lemurik village center

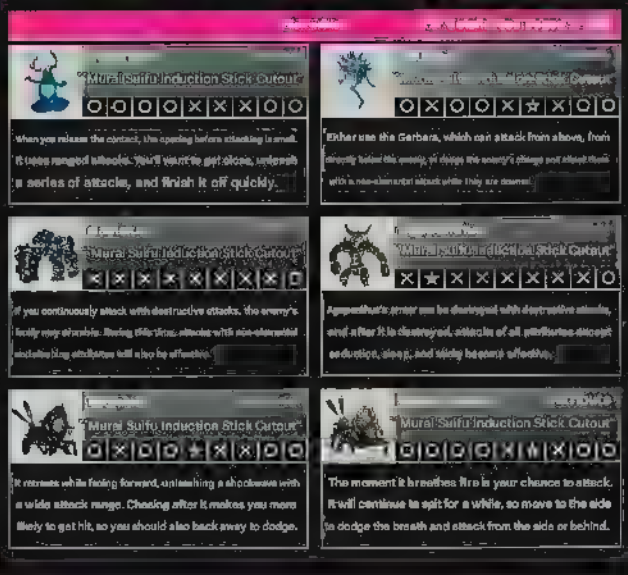



The playable character is forcibly changed to Ellen.
...The playable character is forcibly changed to Keats.
Keats defeats the Fairy King
Ellen Evans and remove the barrier of the Thought Palace (P.052)
After moving to Twin Tree A (P.052), the Thought Palace
Approach Nimonique, who is on page 052.
Defeat Keats Scarecrow
Defeat Ellen Scarecrow
Talk to Keats at Keats' base,
Choose "Yes, I'm fine now..."
Investigating the glowing spot in Erem's cabin will

*New quest

	Night Mao's troublemaker	P.056

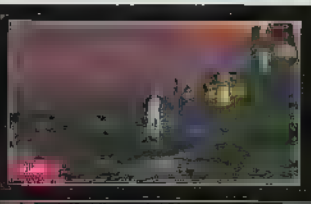
forks


Mural Sulfu Induction Stick Cutout
When you release the contact, the opening before attacking is small. It uses ranged attacks. You'll want to get close, unleash a series of attacks, and finish it off quickly.
Mural Sulfu Induction Stick Cutout
If you continuously attack with destructive attacks, the enemy's body may shrivel. During this time, attacks with non-elemental enduring attributes will also be effective.
Mural Sulfu Induction Stick Cutout
It retreats while facing forward, unleashing a shockwave with a wide attack range. Chasing after it makes you more likely to get hit, so you should also back away to dodge.
Either use the Garbara, which can attack from above, from directly behind the enemy, or dodge the enemy's charge and attack them with a non-elemental attack while they are downed.
Mural Sulfu Induction Stick Cutout
Agapanthus's armor can be destroyed with destructive attacks, and after it is destroyed, attacks of all attributes except seduction, sleep, and sticky become effective.
Mural Sulfu Induction Stick Cutout
The moment it breathes fire is your chance to attack. It will continue to spit for a while, so move to the side to dodge the breath and attack from the side or behind.

Ice breakthrough ΔΔΔΔΔΔ
Flameless Icebreaker
Flameless Icebreaker
Flameless Ice Breakthrough ΔΟΧΔΔΔ
Because they are flying, attacks from Hinky Punk and others cannot reach them. Let's attack with Agapanthus, which can reach enemies in the air.
Flameless Ice Breakthrough ΔΟΧΔΔΔ
Flameless Icebreaker
Ice Breakthrough ΔΔΔΔΔΔ
Flameless Icebreaker
Flameless Icebreaker
Flameless Ice breakthrough ΔΟΧΔΔ

Otherworld Mao | old lighthouse cape

Chapter Seven of Ellen begins at the first section of the Otherworldly Mao, the Cape of the Old Lighthouse. This cape shares the same name as the cape in Remick Village, but it's in a different section, so don't get them confused. By the way, you can return to the village by entering the warp zone on the south side of the area.

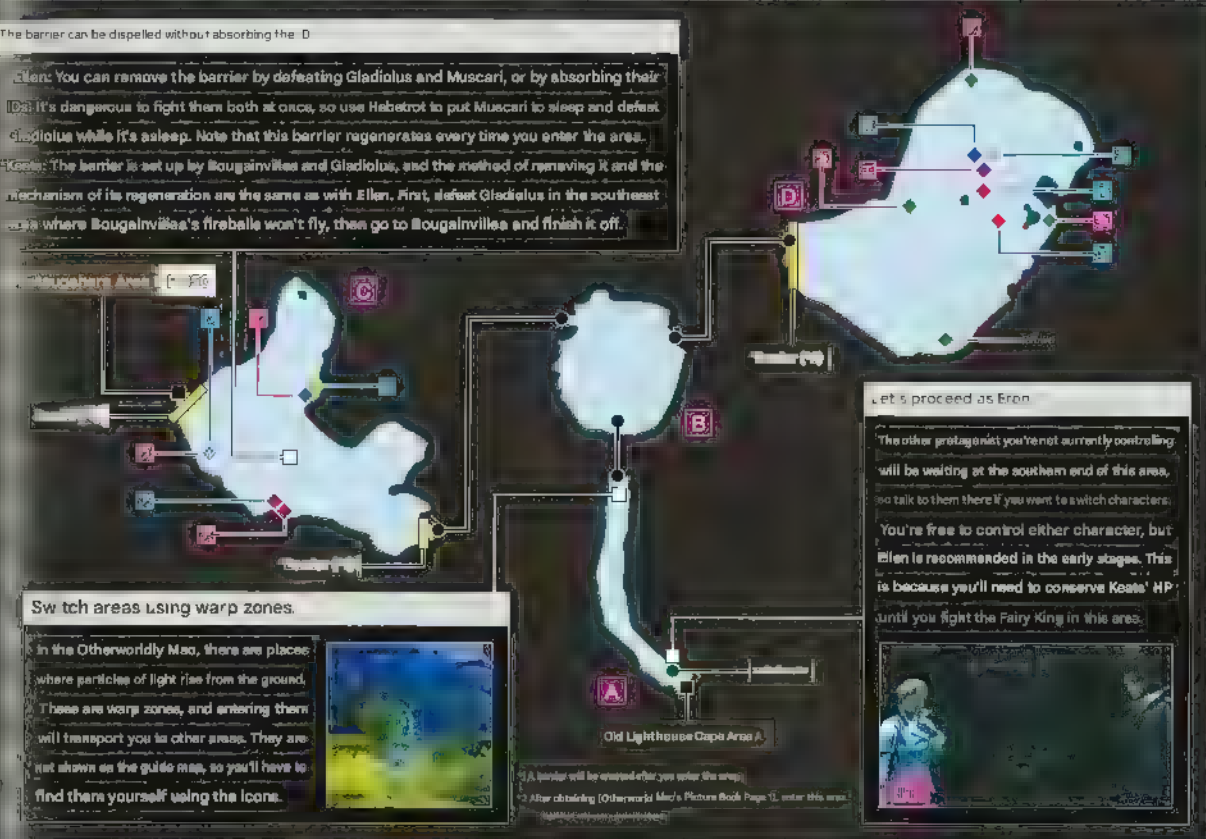


Mao Ikai Amatsugahara

The barrier can be dispelled without absorbing the [D]

Ellen: You can remove the barrier by defeating Gladiolus and Muscari, or by absorbing their [D]. It's dangerous to fight them both at once, so use Hebetrot to put Muscari to sleep and defeat Gladiolus while it's asleep. Note that this barrier regenerates every time you enter the area.

Keats: The barrier is set up by Bougainvillea and Gladiolus, and the method of removing it and the mechanism of its regeneration are the same as with Ellen. First, defeat Gladiolus in the southeast area where Bougainvillea's fireballs won't fly, then go to Bougainvillea and finish it off.



Switch areas using warp zones.

In the Otherworldly Mao, there are places where particles of light rise from the ground. These are warp zones, and entering them will transport you to other areas. They are not shown on the guide map, so you'll have to find them yourself using the icons.

Let's proceed as Eron

The other protagonist you're not currently controlling will be waiting at the southern end of this area, so talk to them there if you want to switch characters.

You're free to control either character, but Ellen is recommended in the early stages. This is because you'll need to conserve Keats' HP until you fight the Fairy King in this area.

[A] barrier will be created after you enter the area.

*2 After obtaining [Otherworld Mao's Picture Book Page 1], enter this area.

appearance timing

name	number	details
Terrancera	4	
Muscari	2	
Gladiolus	1	Enter the area before obtaining [Mao's Picture Book Page 1]
Terrancera	3	
Bougainvillea	1	Only one appears. After obtaining it, it will cast a barrier (B1)
Gladiolus	1	

*1 The barrier can be removed by eliminating all enemies in the area.

thought stone list

area	number	name	details
C		Life Drops (Large)	
		Life Drops (Large)	
		Relief Mao's picture book, page 1, available only in the first edition (B2)	
		Life Drops (Small)	
		Life Drops (Large)	
		Life Drops (Large)	
D		Gem Kogyoku	
		Earth Drops of Life (Small)	Appears when

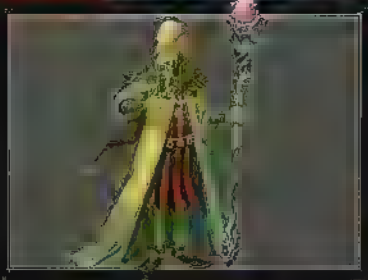
*2 If you obtain either Eron or Keats, you will also obtain the other.

BOSS

fairy king

Absurdity Mode: None (Ogre does not appear)

HP Settings: Durability: Body] HP:300 [Barrier] HP:80



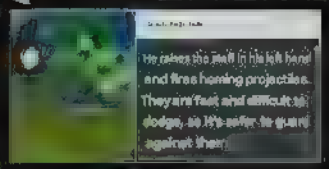
Strategy steps

1

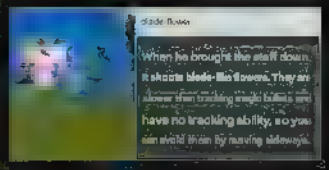
repeat

2

Main attack method



He raises the staff in his left hand and fires homing projectiles. They are fast and difficult to dodge, so it's safer to guard against them.



When he brought the staff down, it shoots blade-like flowers. They are slower than tracking magic bullets and have no tracking ability, so you can avoid them by moving sideways.

Leave Kugaboo behind and fight the Fairy King.

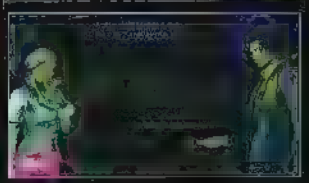
Along with the Fairy King, one Kugaboo and one Ogma will appear. If you defeat both, the Fairy King will summon another Fawlies after a certain amount of time, so only defeat one of them. It's best to leave the slower Kugaboo alive and defeat Ogma first.

The Fairy King is surrounded by a barrier, and attacks won't work unless you break through it. When the Fairy King is in the air, use Ogma or Gargantua to attack and break the barrier; when he's on the ground, use Durandal. After the barrier disappears, use a continuous attack with low MC cost, like Pook's, to attack him all at once.

Let's defeat the bougainvillea first

"If you defeat Terranthera while Keats Bougainvillea is still alive, another Bougainvillea will appear as reinforcement. Keats will fight a boss in the next area, so if you are playing as Keats, you should either defeat Bougainvillea first or pass by her to conserve your HP."

After defeating the Fairy King, the playable character changes to Ellen, and you move to the center of the area. You'll be fighting the next boss as Ellen, so it's better to proceed with Keats this time. Switch to Keats, who is directly behind her.



appearance fawlies

Drop Rate	Name	Drop
E	Tentsugahara Bougainvillea 2	

thought stone list

Drop Rate	Location Attribute	
E	Wind Life Drop (Large)	
E	Ice Life Drop (Small)	

P.052

To make Amaryllis appear:

The condition for Keats Amaryllis to appear is to reduce Goggi's HP to 0. If you want to absorb Amaryllis's ID, continue attacking Goggi without worrying about the red ID that pops out.

The only way to break the barrier is to eliminate all enemies

There are three locations in this floor where barriers have been erected. All of these can be dispelled by defeating all the enemies that appear. However, these barriers will reappear each time you pass through them, so you must defeat all the enemies each time.

A barrier will be erected if you proceed beyond this point.

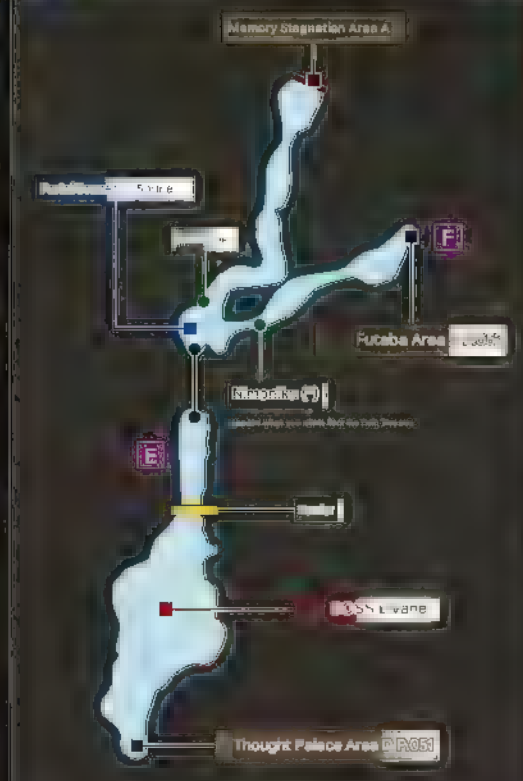
Appearance Evokes

Evoke	Number	Enemies
Muscari	1	–
Gladiolus	2	–
Muscari		
	4	
	4	
	2	
	4	
ammobium	4	
	3	–
	2	
	3	
Agapanthus	2	
	5	
agapanthus	5	
amaryllis	2	

thought stone list

A			

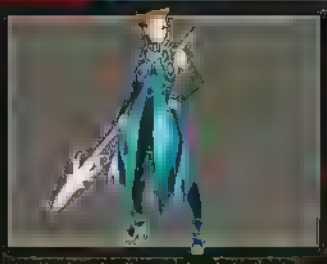
Otherworld Mao



BOSS Rivane

Absorption mode: None (Does not appear)

HP & Attribute Quantity: Main Unit: HP 300 / Barrier: HP 120



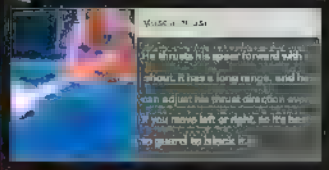
Strategy steps

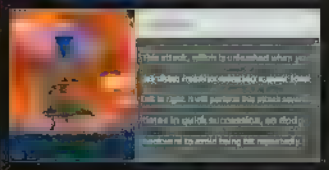
1

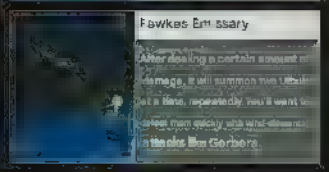
repeat

2

Main attack method







Hawkes Emissary

After dealing a certain amount of damage, it will summon two Hawkes, separately. You'll want to take them quickly with wind elements attacks like Gorbera.

Use Hawk and Bullseye to break the barrier.

Break Rivane's barrier with an attack of one of the following attributes: None, Water, Wind, Lightning, Cutting, or Destruction. Hawk and Bullseye are recommended as they can attack from a distance. With these, you can attack from outside the range of Rivane's Dream Thrust.

Next, while Rivane is re-energizing her barrier, attack her with one of the following attributes: neutral, water, wind, lightning, cutting, or destruction. If you can make Rivane sticky, the time it takes for her to re-energize her barrier will increase, allowing you to land more hits. First, use Orakel, which has a short recovery time before attacking, to make her sticky, and then follow up with a series of attacks using Pecka, which consumes little MC.

After that, you can defeat it by repeating the same procedure each time it reapplies its barrier.

Otherworld Mao Soju

Eren and Keats enter once each.

After fighting Rivane, Keats and Ellen will each enter the Twin Trees Area A once. Then, a portal and the protagonist you weren't controlling will appear in the Thought Palace Area F. There are no more portals after this point, so save your game in preparation for the final boss battle.

Otherworld Mao Stagnation of memory

If you proceed from Memory Stagnation Area A to B, a battle between Keats and Scarecrow ① will occur. If you win that battle, you will automatically proceed to Area C, where a battle between Ellen and Scarecrow ② will begin. If you lose to either foes, you will have to start over from the Scarecrow ① battle, so fight carefully after reviewing the strategy. Note that you cannot return to Thought Palace Area F from Memory Stagnation Area A.

BOSS Scarecrow ① (Keats' version)

Absorption mode: None

HP & Attribute Durability: [Main Body] HP: 300 Claw of Rage, Ice: 650 [Claw of Sorrow] Fire: 650

You cannot attack Scarecrow 1 (hereinafter, the main body) until you defeat Claw of Rage (hereinafter, Rage) and Claw of Sorrow (hereinafter, Sorrow). Use ice-element attacks against Rage and fire-element attacks against Sorrow to inflict damage. For Rage, Exedra or Arun is good, and for Sorrow, Durandal is good.

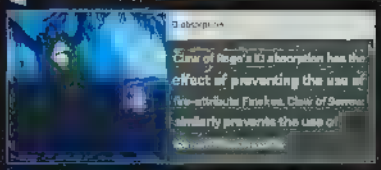
However, if you are hit by an enemy's ID absorption attack, those Forks will be stolen and become unusable. If this happens, absorb the white ID that comes out of the attacking enemy. This will allow you to recover the stolen Forks. You can also recover them by defeating the enemy, but absorbing them will be less troublesome.

After dealing with Rage and Sorrow, attack the main body with one of the following attributes: void, fire, ice, cutting, or destruction. You can attack with any of these attributes, but since the main body is outside the area, use Fawkes, which can attack from medium to long range. Volcano, which attacks continuously as long as you hold down the button, and Durandal or Bougainvillea, which have high HP attack power, are recommended.

Strategy steps

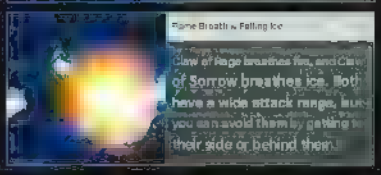
1. Defeat Claw of Rage with ice-element attacks and Claw of Sorrow with fire-element attacks.
2. Attack Scarecrow ① with Void, Cutting, Destruction, Fire, and Ice attributes.

Main attack method



Absorption

Claw of Rage's ID absorption has the effect of preventing the use of fire-attribute Finishes. Claw of Sorrow similarly prevents the use of



Flame Breath & Falling Ice

Claw of Rage breathes fire, and Claw of Sorrow breathes ice. Both have a wide attack range, but you can avoid them by getting to their side or behind them.

BOSS Scarecrow ② (Eren's Story)

Absorption Mode: Timing + Beat + Balance + Stop & Go (300 seconds)

HP & Attribute Resistance: [Body] HP: 800 [Wings] Wind: 20 [Crowhead] HP: 25

Fight to reclaim the stolen Fawkes

At the start, most of your Fawkes IDs will be stolen. First, use the Fawkes you have to attack the crowheads on either side of the main body. Each time you absorb the IDs from those parts, you will gain more Fawkes, and once you absorb three IDs from each side (a total of six), you will have recovered them all. However, be aware that each time you absorb one set of IDs from each side, the crowheads will regenerate and the effective attack attributes will change. Initially, the attributes are neutral, cutting, and destruction, but the second time it becomes lightning and destruction, and the third time it becomes neutral and water. Use the recommended Fawkes in the table below to deal damage effectively.

Once you've eliminated all the Crowheads, it's time to attack the main body. The main body is protected by wings, so first use wind-element attacks to blow them away. If you succeed in that, then use powerful attacks like Bugaboo and Gerbera. Repeat the same strategy each time the main body puts its wings back on until the red ID appears.

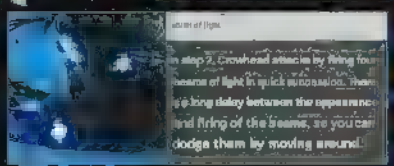
Recommended forks for each step

Buk, Ogma 2	
Hobbledee, Berghest	
Henkie, Peg Bowler	
Boubly, Moralta/Vegalta	
Bugaboo, Gerbera	

Strategy steps

1. The right and left Crowheads partially absorb Eren's servant Fawkes.
2. Attack the right and left Crowheads with void-elemental, cutting, and destructive attacks, absorbing their respective IDs. Each time you absorb one, a portion of the absorbed Forks becomes available for use.
3. The right and left crowheads become Water-type.
4. Destroy the right and left Crowheads and attack them with [illegible]-type attacks, absorbing their respective IDs. Each time you absorb one, a portion of the absorbed Forks becomes available for use.
5. The right and left crowheads become lightning-elemental.
6. Attack the right and left Crowheads with neutral and water-element attacks to absorb their respective IDs. Each time you absorb one, a portion of the absorbed Forks becomes available for use.
7. Attack the feathers around Scarecrow ③ with wind-element attacks to expose its head.
8. Repeat.

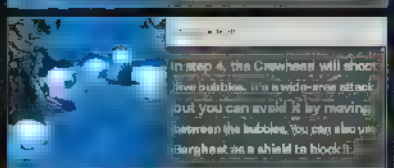
Main attack method



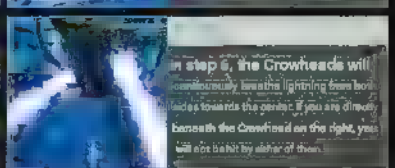
Beam of light

In step 2, Crowhead attacks by firing four beams of light in quick succession. There is a long delay between the appearance and firing of the beams, so you can dodge them by moving around.

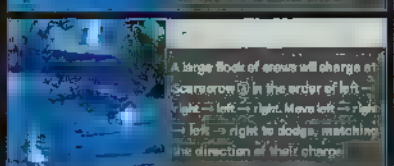
A large shadow appears on the ground, and a flock of crows swoops down into it. [illegible] is not enough to defend against, but either use Spriggan to guard yourself or move away from the shadow.



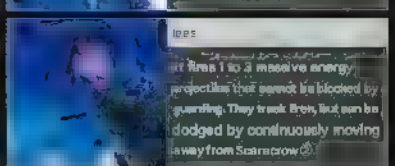
In step 4, the Crowheads will shoot five bubbles. It's a wide-area attack, but you can avoid it by moving between the bubbles. You can also use Berghest as a shield to block it.



In step 6, the Crowheads will continuously breathe lightning from both sides towards the center. If you are directly beneath the Crowhead on the right, you will not be hit by either of them.



A large flock of crows will charge at Scarecrow ③ in the order of left → right → left → right. Move left → right → left → right to dodge, matching the direction of their charge.



Ices

It fires 1 to 3 massive energy projectiles that cannot be blocked by guarding. They track Eren, but can be dodged by continuously moving away from Scarecrow ③.

quest guide

As you progress through the main story, a total of 26 different quests will become available. We'll explain the conditions for their appearance and how to complete them, so please give them a try and earn the rewards.

Understand how quests work

Quests become available by progressing through the main story or by absorbing the IDs of specific Forks. Once you've met the conditions for the quest to appear, go to the pub in Remrick Village and talk to the owner to accept it. However, the types of quests available vary depending on the protagonist and the time of day, so be sure to pay attention to that information as well.

Once you start a quest, you'll automatically be transported to another dimension, where you'll aim to complete the clear conditions. After completing the quest, you'll automatically return to the pub and receive your reward items and Forks. The clear conditions can be broadly categorized into three types: "Exploration," "Monster Hunting," and "Escort," and what you need to do differs for each, so check the table on the right. Incidentally, some quests can be accepted multiple times, and the rewards change from the second time onwards.

Clear condition type

Exploration	To uncover the truth behind the incident, I interviewed various people and searched for items requested by the client.
Monster Hunting	Defeat a certain number of specific Fears, or absorb their IDs.
Escort	While protecting Fawkes, an ally who follows the protagonist, to prevent him from being defeated, you advance to the target area.

Check the points to note when completing the strategy

Before embarking on a quest, be sure to understand the rules unique to quests. When exploring other worlds in quests, there may be different restrictions than those in the main story. The main ones are listed on the right, so please take a look at them first.

One thing to be particularly aware of is that you cannot recover HP at portals. If you want to recover HP, you have no choice but to defeat enemies or destroy Thought Stones and hope that Life Drops will appear.

Even if your HP reaches 0, it won't be game over, but any ongoing quests will fail. If you absolutely cannot clear the quest, try strengthening the main character and Fawkes in the main game before trying again.

Restrictions on quests

Portal functionality is limited

While there are portals in the other worlds of quests, unlike normal times, you cannot recover HP or warp between portals. Saving and returning to Remrick Village are possible, but be aware that returning to Remrick Village will cancel any ongoing quests.

The placement of enemies and barriers will change

The shape of the maps in the other world in the game as in the main game, but in some quests, the types and number of Forks that appear, as well as the placement and contents of the Thought Stones, will change. Also, the locations of barriers will differ from the main game, which will often restrict the route you can take.

act with Fawkes

In secret quests, Fawkes will accompany you as an ally. Your ally's HP gauge is displayed in the lower left corner of the screen, and if it runs out, you have to restart the quest. Also, sometimes an enemy attack will cause a red ID to appear on your ally, and if you accidentally absorb this, you will have to restart the quest.

The types of forks that can be used are limited.

In Keats's storyline only, the Fawkes registered to your palette for certain quests are forcibly determined and cannot be changed while you are undertaking the quest. When attempting such quests, be sure to strengthen the Fawkes you will be forced to use beforehand.

Eren's quest

In quests such as "The Pioneer," "The Girl and the Robot," and "Black Impulse (Part 2)," mysteries of events not covered in the main story will be revealed. We encourage you to see the details for yourself.

concert

Trigger condition: Talk to the fairy world resident located on the south side of Dur's Path D (P.023) in Chapter 1

Reward: Green Crystal x2

Talk to Charlie at the starting point, Fairy World's Field of Joy A (P.021). Then, follow the path to the entrance of Joy Field and get a lead from the Fairy World resident standing near the large tree. Once you have the lead, return to Joy Field A and talk to Charlie again to give him the lead to complete the quest.

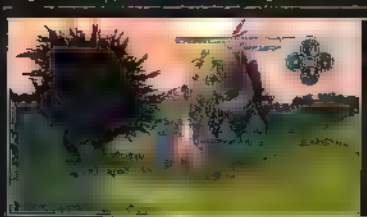
Many enemies like Beak and Kilmurl will appear in the area along the way. You can defeat them as you go, but if that's too much trouble, you can just ignore them and run through.

Defeat the barghest

Condition: The barrier in the Forest of Dusk (P.024) is deactivated in Chapter 1

Reward: Pulsating berries x3, warm berries x3, cold berries x3

The objective is to defeat the Barghest that have taken up residence near the fairy tree. From the starting point, Fairy World's Joyful Field A (P.021), go to Dur's Path (P.023) and defeat the three Barghest that appear there. Initially, only one Barghest will appear, but after defeating it, two more will appear as reinforcements.



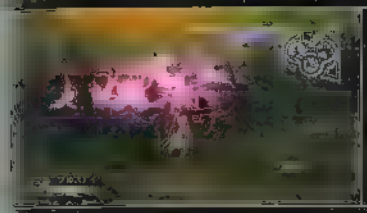
When fighting two Barghests at the same time, it's extremely difficult to absorb both of their IDs. It's safer to just defeat them rather than trying to absorb their IDs.

Bullseye's Escape

In Chapter 3, the barrier around Armored Corps KB Operation Area F (P.028) is removed.

Reward: Shielded Spirit Cannon

While escorting the client Bullseye, you will advance from the Armored Division KB Operation Area A (P.028) to the 7th Division Bridgehead A (P.027). Each area along the way is protected by a barrier, which cannot be removed unless all enemies are eliminated. Be careful not to let Bullseye be defeated, and quickly eliminate the enemies. The key is for Ellen to actively move forward and act as a shield. Also, if there are enemies attacking your ally Bullseye, prioritize eliminating those enemies.



The path from Bridgehead ID to B of the 7th Division is blocked by a purple barrier. Take the detour route from the east and head towards Bridgehead A of the 7th Division.

voice from the ocean floor

In Chapter 3, go to the ancient city below the waves A (P.031).

Reward: 2 From the second time onwards: Pulsating Nut x2, Golden Ore x2, Green Powder x2

This quest takes place in the ancient city beneath the waves of the underwater city (P.031), where the client, a resident of the fairy world, searches for a lost pendant. Talk to the client, who is located north of the starting point, to get clues about where the pendant was lost. The information you receive will change randomly each time, and the destination area will be determined by the message displayed. After seeing the message, check the corresponding area in the table below, go there, and defeat all the enemies in the area. Repeat this procedure twice, and you will find the pendant.

Clue messages and corresponding areas

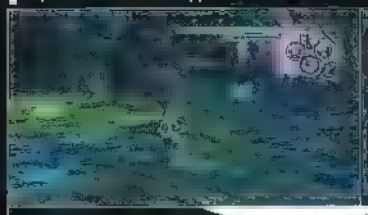
I think... that's the road where there were lots of Hobbledeo...	B
I passed by a mud with lots of Anklys. Am I right in there...	C
I think there were a few Dollays on that path...maybe that's where I dropped it.	A
Maybe it was dropped when attacked by a herd of Cushees...	D

Angry Malabarik

Reward: Koropuna (P.095)

Start from the ancient city G beneath the waves of the underwater city (P.031) and defeat Malabarik in the Swamp of Oblivion. Once you reach the Swamp of Oblivion, make Malabarik appear using the following procedure. You will clear the quest by defeating Malabarik or absorbing its ID. However, it will be difficult to fight Malabarik if you leave the Peg Bowlers alive, so defeat the Peg Bowlers first after Malabarik appears. When your HP is low, it is a good idea to obtain a [Life Drop] from the Thought Stone near the outer edge of the area.

Steps to make Malabarik appear



Do not attack the three Peg Bowlers and wait for about two minutes. If you defeat even one Peg Bowler, Malabarik will not appear, so absolutely do not attack them.

After the message "I sense someone's presence..." appears, continue waiting, and the target Malabarik will appear. From here on, it's okay to defeat the Peg Bowlers.

thanatophobia

Reward: Green powder x3, Yellow powder x3, Purple powder x3

The objective is to find medicine to cure a hangover. Starting from the ancient city beneath the waves of the underwater city | G (P.031), first proceed to the forgotten underwater palace G (P.032). Talk to Frizzy there, and you will then be transported to the pub. Talk to Frizzy and the bartender in the pub to complete the quest. Note that enemies such as Hobbledeo and Malabarik will appear in the underwater city, but you can ignore them and proceed.

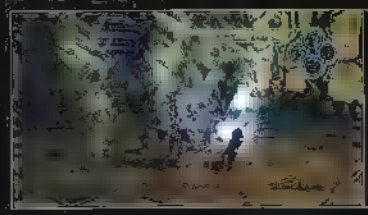
◆To reassure Shallot, who is worried about her master's health, Ellen sets out to find a cure for hangovers. However, this request has an unexpected ending...

voice of resentment

Hebetoa's ID has been absorbed (can be absorbed in the Infinite Corridor).

Reward: 3 x Golden Ore, 3 x Green Ore, 3 x Green Crystal

To uncover the cause of Shallot's nightmare, you proceed through the Eternal Recurrence of the Infinite Corridor (P.037). In each area along the way, defeating all the Brolehan and Rudak will cause a Thought Stone to appear before each of the multiple routes. Entering the route with the Water-attribute stone will allow you to proceed to the next area. Repeat this process until you defeat all the enemies in the sixth area to clear it.



If the battle drags on, reinforcements will appear. Use Fawkes units with a wide attack range, such as Gerbera and Hawk, to quickly defeat the enemies.

pioneer

Chapter 5 begins

Reward: In the Corridor Picture Book Page 1, Purple Stone x1

Investigate the past of Ryuryu, the previous messenger and O'Connell's lover. First, proceed through the Eternal Recurrance in the Infinite Corridor in the same way as in the main story. Follow Hebetrot and move in the order of North → North → Northeast → Southwest → South → West. Arrive at Brahma's Tower (P.041) and talk to the four Nimoniki there, and a fifth will appear at the back of the area. After talking to it, you will automatically return to Remrick Village and simply report to O'Connell and Keats.

◆Although it's not related to the clear conditions, you can hear stories about Ryuryu by talking to Damona and the Nimoniki Nidanda in Eternal Return A. Be sure to listen to them.

Deliveroy Mandragora

In Chapter 6, the barrier around the fiery mountain E (P.048) is removed.

Reward: 1st time: Green Draw (P.095) "2nd time onwards: Warm Berry x2, Green Ore x2, Yellow Powder x2

Starting from the Hellfire Mountain A (P.043), you must absorb the IDs of the three Mandragora located on the Hellfire Mountain. Once you absorb the first one, a countdown begins, and if you don't absorb the remaining two within one minute, you'll have to try again. It's best to gather the Mandragora in one place and weaken them all at once with Gerbera or similar items.

girl and robot

In Chapter 5, you will talk to the Fairy King at the fiery mountain G (P.043).

Reward: Pulsating Berry x5, Warm Berry x5, Cold Berry x5

Explore the Underworld to uncover the cause of Shallot's nightmares. Completing this quest will reveal details about Shallot's family and her life in Half-Life that weren't revealed in the main story. If you're just aiming to complete the quest, follow the steps below, but if you want to enjoy the story more deeply, you should also talk to Damona and Frizzy, whom you meet along the way.

Steps to clear

1. Talk to Shallot at the Blazing Mountain A (P.043).
2. After talking to Gum and Gea near the ladder on the fiery mountain G (P.043), return to the entrance.
3. [illegible]
4. [illegible]

Ulishuk gathering

Reward: Alhazrad (P.095)

Eliminate all of Urishuk and Ulbul in the Hellfire Mountain F (P.043). The longer the battle drags on, the more reinforcements will appear for each enemy defeated, so the key is to eliminate them all at once. First, move in a large circle and use Fawkes with wide attack ranges such as Gerbera, Candela, and Begborka to deal damage to multiple enemies at once. Then, once you have reduced the number of enemies to about three, focus on each one individually and quickly take them out.

Black Impulse (second half)

Completed the Keats chapter quest "Black Impulse (Part 1)" (P.058)

Reward: New zone x1

To accept this quest, you must first complete "Black Impulse (Part 1)" in Keats's story. As you progress, you will learn about Suzette's past, which is not revealed in the main story, so we highly recommend you try it. The completion procedure is simply to have the following conversations. Of these, Nimonique in step 2 is scattered all over Remrick Village and is difficult to find. We have summarized Nimonique's locations in the table below, so please use it as a reference when you go to find him.

Steps to clear

1. Talk to Damona in the Forest of Gash D (P.024).
2. Go to all the Nimoniki in Remrick Village.
3. Suzette is in the center of Remrick Village. Talk to Nimoniki.
4. Talk to Mrs. Louise at Dr. Lepper's house in Remrick village.
5. Talk to Suzette in the room southeast of the church in Remrick Village.

Where Nimoniku is

place	qty
small square	1 unit
[illegible]	1 unit
inside Suzette's house	2 units

place	qty
[illegible]	1 unit
[illegible]	1 unit
stone circles	1 unit

As you talk to the various Nimoniki scattered throughout Remrick Village, you'll learn about the changes in Suzette's feelings from her childhood to the present.

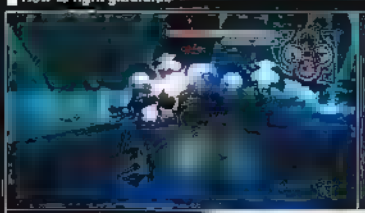
Meo's wildness

In Chapter 7, we reach Amatsugahara G (P.050).

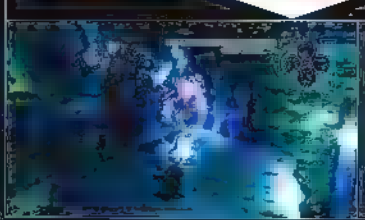
Reward: First time: Kahula Ea (P.095)
From the second time onwards: Cold Berry x2, Green Crystal x2, Purple Powder x2

Go and punish the gladiolus who are raging due to stress. Starting from Amatsugahara G (P.050) and entering the Thought Palace, the gladiolus will run away, defeating the foes along the way, so follow them and proceed along the path. When you reach the entrance to the Thought Palace, the gladiolus will stop running and attack you all at once. Fighting them head-on will be a tough battle, so it is best to defeat them one by one using the method below. You will clear the quest when you have defeated all four gladiolus.

How to fight gladiolus



Of the four gladiolus in total, two appear near the entrance. One more will appear each time you proceed west from there. First, take care of the first two near the entrance.



After defeating both of them, slowly move westward in the area to make the next one appear. Once you've defeated that one, continue westward to make the last one appear.

"Keats's Quest"

This quest features many episodes about Half-Life characters like Charlie and Jimmy. It reveals unexpected sides of these characters who had limited screen time in the main story.

Souvenir

In Chapter 1, talk to the fairy world dweller located south of the "Path of Dur" (p. 023).

Rewards: 5 x Golden Ore, 5 x Green Ore, 5 x Green Crystal

We'll find out what Renaldo gave Herve as a gift. This quest is a foreshadowing of the ending, so be sure to complete it before finishing the main story. You'll travel from the Fairy World's Joyful Field A (P.021) to Dur's Path (P.023), but you don't need to defeat the enemies along the way.

Steps to clear

1. Talk to Charlie and Renaldo in the Field of Joy D (P.021).
2. Talk to Hervé on the Path of Dur (P.023)
3. Approaching Hervé and Renaldo south of Dur's Road D (P.023)
4. Talk to Charlie at the pub in Remrick village.

Bugaboo of Nostalgia

Bugaboo's ID has been absorbed (can be absorbed in the Fairy World from Chapter 2 onwards).

Reward: Pulsating Berry x3, Warm Berry x3, Cold Berry x3

Using only Bugaboo, you will proceed from the Fairy World's Joyful Field A (P.021) to Dur's Path (P.023). The journey is long, and there are areas where you cannot proceed until all enemies are defeated, so it is essential to master the use of Bugaboo. Bugaboo has an all-directional attack with little recovery time after attacking, so it is best to lure enemies in and attack them all at once.

●When fighting Paulie or Trent, who have high HP, try to stay close to their side or behind. Attacking from there will allow you to hit them multiple times and inflict significant damage.

Field well

In Chapter 2, the barrier around the 7th Division bridgehead F (P.027) is removed.

First dose: Yellow powder x 2

"From the second time onwards: Pulsating Nut x2, Golden Ore x2, Green Powder x2"

The mission begins at the 7th Division Bridgehead A (P.027) in the War Realm.

Protect Bullseye while eliminating all Gajary and Patriota at the 7th Division Bridgeheads BCDE. Note that if Bullseye is defeated, the mission will not fail; you will simply be returned to the starting point. Once an enemy is defeated, they will not respawn, so even if you are returned to the starting point, you should be able to easily return to where you last defeated them.

Stray Anoon

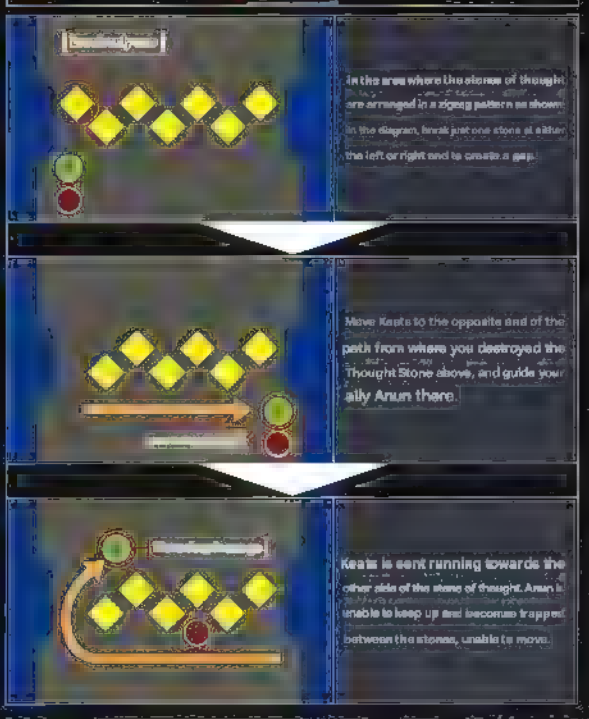
In Chapter 3, the barrier at either the Forgotten Underwater Palace E (P.032) or the Swamp of Oblivion E (P.034) is removed, and Azura and Anun's IDs have been absorbed (they can be absorbed in the Underwater City).

Reward: Taslam (P.125)

The objective is to escort Anoon and move through the ancient city beneath the waves of the underwater city in the order A→B→D→C→E→F→G (P.031) to complete the quest. However, there is a barrier along the way, and you cannot proceed until you eliminate all enemies there. Moreover, the only Fawkes you can use during the quest are Anoon and Azrael. Anoon's attacks are ineffective against enemies, so make sure to strengthen Azrael before accepting the quest.

Furthermore, in the ancient cities of D and F below the waves, the following strategy is recommended: Use the Thought Stone to trap your allies, Anun, and prevent them from getting close to the enemy.

How to hook your ally Anun onto the Stone of Thought


Keats
Anun
Stone of Thought
In the area where the stones of thought are arranged in a zigzag pattern as shown in the diagram, break just one stone at either the left or right and to create a gap.
Move Keats to the opposite end of the path from where you destroyed the Thought Stone above, and guide your ally Anun there.
Keats is sent running towards the other side of the stone of thought. Anun is unable to keep up and becomes trapped between the stones, unable to move.

Bullseye's request

In Chapter 2, you reach Avalon Fortress A (P.029) and have absorbed the IDs of Hawk, Bullseye, Barragear, and Gargantua (they can be absorbed in the War Realm).

Rewards: 3 x Golden Ore, 3 x Green Ore, 3 x Green Crystal

Starting from the 7th Division Bridgehead A (P.027) in the War Zone, defeat all two Brumbears located at each of the 7th Division Bridgeheads B, C, D, and E. You can only use three types of weapons: Hawk, Bullseye, and Barragear, but you shouldn't have too much [illegible]

Drive those thugs away!

Chapter 3 begins.

Picture book of the world of yes: page 3, entry 1

The objective is to drive away the man who is trying to vandalize the ruins of Remrick Village. You can complete this by simply talking to each person according to the procedure below. Note that you can ignore Charlie and Scarecrow, whom you will encounter along the way, but it is a good idea to talk to them as there is information that can only be obtained at this time.

Steps to clear

1. Talk to Jimmy at 7th Division Bridgehead A (P.027)
2. In Armored Corps KB Operation Area A (P.026), talk to Jimmy first, then Frizzy.
3. Talk to Frizzy at the stone circle in Remrick Village.
4. Talk to Wilde at Bab in Remrick Village.

[illegible]

Chapter 4 begins

[illegible] pages from the picture book "Underwater City", 1 Emerald

Investigate why Dr. Lester took on the treatment of Herve, who has no hope of recovery. Travel from A to G (P.030) in the ancient city beneath the waves of the underwater city, and speak to each person in the following order. You don't need to fight any enemies that appear along the way, so it can be completed in a short time, and it's a rewarding quest as you also get a picture book page.

Steps to clear

[illegible] Castle and store in the ancient city of A (P.030) Liberta

[illegible] with Dr. Lester and Mrs. Lester, and then go to the ancient city G (P.030) behind the castle

Talk to Mrs. Lester at Dr. Lester's house in Rentrick village.

[illegible] 3

[illegible] Chapter 4, clear the second area of Hellfire Mountain G (P.043)

Reward: Green powder x3, Yellow powder x3, Purple powder x3

If you proceed along the path from Eternal Recurrence A (P.037) in the Infinite Corridor, one enemy will appear in each area. The order is Padfoot → Gallybagger → Radask → Gallybagger → Padfoot. When you reach Eternal Recurrence G, all of the aforementioned enemies will appear together. Defeat the enemies in the order you encountered them along the way, and the door on the west side will open. From there, proceed to Brahma's Tower (P.041) to complete the quest.

You don't have to defeat the enemies along the way. Also, unlike the main story, all routes other than the correct one are [illegible]. Be careful not to get lost.

Frizzy's partner

After approaching the mnemonic of the Tower of Brahma (p. 41) in Chapter 4

Reward: Infinite Corridor Picture Book Page 2, Emerald x1

At Jimmy's request, you must find out who Frizzy has a crush on. You can complete this by following the steps below, but in Eternal Recurrence (P.037), just like in Chapter 4, you need to follow Halefrot in the order of West → South → Northeast → South → South → South. Be careful, as taking a different route will send you to a penalty area.

Steps to clear

1. Talk to Jimmy in Eternal Recurrence A (P.037)

2. Talk to Faridark and Jimmy at Brahma's Tower A (P.040)

3. Talk to Jimmy at the pub in Rentrick Village.

Hungry Behial

The IDs of Behial, Belidet, and Beginis have been absorbed (they can be absorbed in the Hell Realm).

reward

First time: Yerekin (p.125)

*For the second time onwards: Warm berries x2, Green orb x2, Yellow powder x2

During the quest, you can only use three types of Forks: Behial, Beginis, and Belidet. Use these Forks to defeat the enemies that appear on the fiery mountain BCDE (P.043) in the underworld. After defeating a certain number of enemies and seeing the message "That should be enough," return to fiery mountain A to complete the quest. You can fight in any of the four areas, but E is recommended as it has a large number of Baggarts.

liquor bottle

[illegible] Destroy the mirror in the Tower of Condemnation B (P.044) in Chapter

Reward: Ranjuran (P.125)

Investigate the ladder on the Hellfire Mountain G (P.043) or talk to a nearby Fairy World resident to reach the Tower of Condemnation (P.044) within 4 minutes. After reaching it within the time limit, defeat the Bogart in the Tower of Condemnation to complete the mission. However, the elevator to ascend the tower is not operational at first. To activate it, you must destroy the Thought Stone in the Tower of Condemnation and defeat all the enemies that appear.

<Even if you can't reach the Tower of [illegible] within the time limit, you can still [illegible] to open the [illegible] to open the door to the [illegible] then defeat all the Bogarts.>

Black impulse (first half)

Chapter 7 begins

Red ball x1

This quest investigates the darkness in Suzette's heart. Starting from the Hellfire Mountain IG (P.043) in the underworld, you will complete the quest by talking to each person in the following order. You generally ignore the enemies in the areas along the way, but you cannot proceed to the next floor using the elevators on each floor of the Tower of Condemnation unless you defeat all the enemies.

Steps to clear

1. Talk to the three Nimonik located in the fiery mountain G (P.043).

[illegible] to the two Nimonik at the Condemnation Stage K (P.045)

[illegible] to the Nimonik who is closest north of the G depot in Chapter 6 (P.040)

Talk to Mrs. Lester at Dr. Lester's house in Rentrick village.

This won't [illegible] the full picture of the incident just by completing Karla's story. To find out what happens next, you'll need to complete the second half of Ellen's story.

flickering flame

Chapter 7 begins

reward

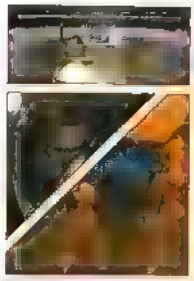
First time: Arondight (p.125)

From the second time onwards: Cold Berry x2, Green Crystal x2, Purple Powder x2

In the Otherworldly True Center's Amatsugahara E (P.050), defeat only the Bougainvilles out of the two Terrenthere and Bougainvilles. There is a barrier in the area along the way, and to reach your destination, you must proceed through Amatsugahara A→B→C→D→E→C, eliminating all enemies along the way. Once you arrive at Amatsugahara, quickly go to the northern edge of the area and focus your attacks on the Bougainvilles, without attacking the Terrenthere at all, and defeat it.

[illegible] Fenton, Arun is recommended as it is less likely to involve Terrenthere and has a small recovery time. You should release and strengthen your Karma before accepting the quest.

FOLKS FILE
fork il



Guide to strengthening the forks

You'll want to actively strengthen Fawkes, who is crucial to combat. The difference in difficulty between strengthening him and not strengthening him is significant. Let me teach you how to identify which characters to strengthen and how to efficiently release karma.

"Select the forks to strengthen"

Since there are over 100 types of Fawks you can use, trying to strengthen them haphazardly will be time consuming and troublesome. If you want to strengthen your Fawks efficiently, narrow down which ones you want to strengthen. Below is a list of recommended Fawks for each protagonist, so please use this as a reference when choosing which ones to strengthen. Also, some quests in Keats's story limit the types of Fawks you can use. To make completing those quests easier, it's a good idea to strengthen the Fawks listed in the table on the right.

Fawks that you are forced to use in quests

Quest name		Time	Recommended forks
Bullseye's Request P.057	The IDs of Hawk, Bullseye, Barrager, and Bargainous have been absorbed.	night	Hawk, Bullseye, Barrager
Nostalgia Bugaboo* ▶P.057	Bugaboo's ID has been absorbed.	night	bugaboo
Stray Anoon ▶P.057	Chapter 3 (*)	night	Azley, Anoon
Hungry Behir P.058	Behia, Beridet, Beginis's ID has been absorbed.	night	Behial, Beridet, Peginis

Ellen's recommended Fawkes

Many of the Fawkes that Ellen can use can be used simultaneously with other types of Fawkes. Depending on the combination, they can create more powerful attacks, so prioritize strengthening these.

Bullseye ▶P.171 / <Mandragora ▶P.086

Bullseye, which can attack from a distance, and can a so[rt]ed in combination with other Fawkes' style abi[lit]ies is ideal for keeping enemies at bay. When Mandragora unleashes its karma, the number of units it can control simultaneously increases and its attack range widens. It's perfect for fighting groups of enemies.

Ga Bo ▶P.073

It unleashes a series of lightning attacks with a long range, minimal recovery time. The fourth stage, which becomes available when Karma is released, attacks in all directions and is one of the few powerful types of Fawkes' long-range attacks.

Peg Bowler P.079

It has a wide attack range in front and can hit multiple enemies at once with water. However, there is a large delay before attacking, so when there are few enemies, it is also a good idea to use Gluter (P.090), which has a smaller delay.

Gerbera ▶P.081

The four tornadoes it creates around it have high attack power and a wide upward attack range. Making them advance to attacking enemies is the main use, but it can also be combined with other Fawkes and is very easy to use.

Guard barrier — Kimoor ▶P.085

It consumes the MC and makes it easy to counterattack after guarding. However, you cannot guard continuously, so when surrounded by enemies, use Spriggan (P.084), which allows you to guard multiple times.

Temptation/Sleep/Adhesion — Hebetrot P.082

It can attack in all directions and put enemies to sleep. The Hebetrot is useful for inflicting sleep. If sleep-inducing attacks are ineffective, use the Sifla (P.070), a seductive attack with a wide attack range. If that is also ineffective, switch to the Drakel (P.076), a sticky attack with a short recovery time before attacking.

Chasing — Flakinous ▶P.077 / Answerer ▶P.084

Flakinous has a long range and can even knock down smaller enemies. When used in combination with similarly long-range weapons like Bullseye or Barrager (P.072), you can fight enemies without letting them get close. For situations with fewer enemies and where you want to inflict quick damage at a range, Answerer with its powerful continuous attacks is recommended.

Attack — Barghest ▶P.070 / fomorian ▶P.087

Barghest himself has the ability to block most enemy attacks, so he can be used as a shield. Of course, it's also an excellent offensive tool: by releasing karma and increasing the charge level, you should be able to inflict considerable damage. However, its range is short, so if you want to attack safely from a distance, the Fomorians with their longer range, are a better choice.

Keats ed tion recommended Fawkes

A characteristic of Keats is that many of the Fawkes units specialize in close-range combat. This inevitably leads to [illegible] so it is also good to utilize Fawkes units that excel in offensive efficiency as easily as possible.

Hawk ▶P.101 / <bugaboo ▶P.100

Hawk has a small recovery time after an attack and can perform a four-hit combo. If you can land the hits, the damage is sufficient. However, its attack range is narrow, so you should use bugaboo, which can attack a wide area, against groups of enemies, and Bullseye (P.102) when targeting distant enemies.

Pinky Punk P.100

Its advantage is that it has little recovery time after attacking, and allows you to move on to the next action immediately. [illegible] which can attack high places.

Ice — Anoon ▶P.107

It has a fairly long range and rapid succession. It can also be used for attacking. Furthermore, since it penetrates enemies it hits, it can attack multiple enemies lined up in a straight line at once.

Ice — Pad Foot ▶P.111

Because it can attack quickly and over a wide area, it is always easy to use. By releasing karma, attack [illegible] the normal attack range increases even further, also appearing.

Barrier — agaga ▶P.108

It [illegible] the [illegible] damage, allowing you to perform other actions while the battle is active. This is an ideal defensive measure for Keats, who often engages in chaotic battles.

Cutting — Ogma ▶P.099 / bagains ▶P.116

Until Chapter 3, Ogma doesn't have many cutting-type attack options, so make sure to strengthen them. From Chapter 3 onwards, it's a good idea to strengthen Bagains as well, as he can perform consecutive attacks and has a wide attack range.

Attack — Gargu ▶P.104 / fomorian ▶P.116

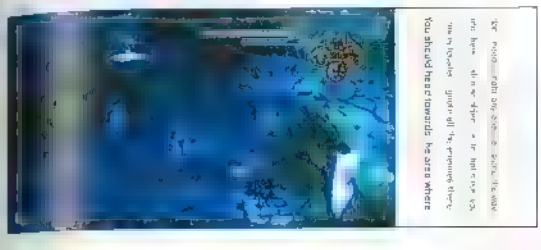
When facing a small number of enemies, Gargu is recommended as it can perform continuous attacks. On the other hand, when facing a large number of enemies, fomorian with its wide attack range is powerful. Use them appropriately depending on the situation.

"Understanding the Key Points of Karma Release"

The conditions for releasing karma differ from one Fawkes to another, but they can be broadly divided into four patterns. We will explain the tips for efficiently releasing karma for each type, so please try them out. Of these, patterns 2 and 4 involve entering and exiting an area. While this can be repeated simply by doing so, most of the items used in Pattern 1 cannot be reliably obtained by entering and exiting the area. Therefore, selecting which Forks to enhance becomes even more important.

pattern 1 Use karma release items

Karma can be released by using a certain number of Karma Release items. There are three ways to obtain Karma Release items: "defeat enemies (absorb IDs)", "complete quests", and "destroy Thought Stones". Of these, completing quests is the only way to reliably obtain items. Most quests can only be completed once, but some can be accepted multiple times, and you will receive items each time you complete them. Check the table on the right to find quests that give you the items you want, and complete them repeatedly.



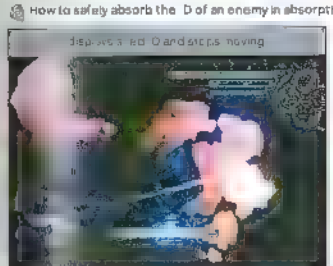
Quests that can be accepted multiple times (rewards are for the second and subsequent attempts)

Quest name		Reward
[illegible]	▶P.055	Pulsating Nut x2
Delicacy Manthagum	▶P.056	Daytime: Goldan Ore x2 green powder x2 Warm nuts x2
Mao's wildness	▶P.056	Nighttime: Green Ore x2 yellow powder x2 cold nuts x2 purple powder x2
[illegible] wall	▶P.057	Pulsating Nut x2 ore x2 green powder x2
hungry behlat	▶P.058	Ds for Behlat, Bel det, and Beginis have been absorbed.	Warm nuts x2 Nighttime: Green Ore x2 yellow powder x2
flickering flame	▶P.058	Chapter 7 begins	Cold Berry x2, Night Green Crystal x2 purple powder x2

pattern 2 Absorb the same Fawkes ID

To release Karma, you need to absorb a certain number of Fawkes IDs. The difficulty here arises when multiple enemies that enter absorption mode appear simultaneously. It is safest to defeat all but one, but then you can only absorb one ID per area. Therefore, use the following method to stop the enemies' movements before absorbing their IDs.

How to safely absorb the ID of an enemy in absorption mode



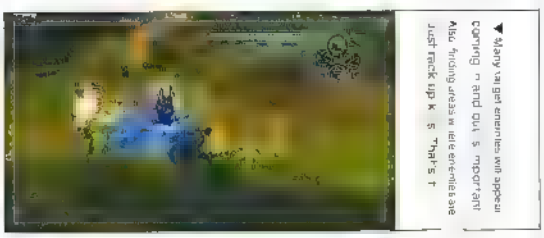
▲Use a wide-area attack to hit a group of enemies at once, causing red IDs to appear from all of them. Then, absorb the IDs one by one.

▲First, focus on one target and make that enemy's ID turn red. Then, inflict status ailments on the surrounding enemies, and absorb their IDs while they are immobilized.

pattern 3 Defeat a specific Fawkes

[illegible] ▶P.063

Defeat a certain number of specific enemies using the Fawks you want to enhance. The key point of this pattern is that you only need to use the Fawks you want to enhance to deliver the final blow. First, deal damage with a Fawk that is easy to use, and when the red ID appears, switch to the Fawk you want to enhance and deliver the final blow. This method also has the advantage that it stops the enemy's movement, allowing you to safely target enemies even with Fawks that are normally difficult to hit with.



▼Many target enemies will appear, [illegible] and don't [illegible] important. Also, finishing [illegible] enemies [illegible] Just rack up kills. That's it.

pattern 4 Defeat an unspecified Fawkes

Similar to Pattern 3, but there is no requirement to defeat specific types of enemies, you just need to defeat a certain number of enemies with the Fawkes you want to strengthen. Try to rack up kills in areas where many Fawkes with low HP and easy-to-defeat abilities appear. Also, if you have met the conditions for the appearance of Candela (P.085), a rare Fawkes in Ellen's story, it is recommended to rack up kills using the method described below.

How to rack up kills using Candela

Candela is activated when hit with a lightning-element attack and self-destructs after a certain amount of time. If you attack it before it self-destructs, it will be counted as having been defeated by the last Fawkes that hit it, so you can rack up kills by simply attacking lightning Fawkes and the Fawkes you want to strengthen once each.

A place where many easy-to-defeat Fawkes appear

[illegible]	▶P.025	Kumoor	3 bodies
[illegible]	▶P.027	Hawk	16 bodies
[illegible]	▶P.031	Azley Hobbled	7 Bbodies
[illegible]	▶P.038	Slampin, Brolahan	4 bodies
Hell Realm, Tower of Judgment	▶P.044	Rye neck	4 bodies
Fairy World: Dun's Path C	▶P.023	book, torrent	8 bodies
Wartime World: The Bridgehead of the 7th Division, p. 027		Hawk, Barrage	[illegible]
[illegible]	▶P.037	Ancon	[illegible]
[illegible]	▶P.038	Brolahan, Slampin	[illegible]
Hell Realm, Tower of Judgment	▶P.044	Bogart	34 bodies

Efficiently complete Pattern 1 and Pattern 3.

Of the Karma release conditions, patterns 1 and 3 are particularly troublesome. Therefore, we will introduce two types of data to help you complete them. The "Karma Release Item List" lists how to obtain each item and who it is used on. The target of use is indicated with a recommendation level, so please use this as a guide when deciding which Fawks to prioritize using it on. On the other hand, the "Enemy to Defeat List" lists the enemies to be defeated in each Otherworld and the Fawks whose conditions require defeating those enemies. When you visit an Otherworld, check this and strengthen the Fawks that can fulfill the conditions together.

Karma release item list

How to read the tab

- Drop: Appears in the battle with the enemy. Always drops when an enemy is defeated. Only once.
- Drop: Always drops when an enemy is defeated. Only once.
- Quest: Quest rewards that can be obtained multiple times.
- "Quest.": Quest rewards that can only be obtained once.
- "Stone of ...": It will appear again and again from the stone of thought.
- Thought Stone of Thought.: Appears only once from the Stone of Thought.

Pixie

Pet (p.068) Azuray (p.075)

How to obtain Quest: Mao's Rampage (2nd time onwards) P.056

name	Number of uses Recommended level
Henkey	▶P.066 5 pieces ★★☆
Available for use Azuie	▶P.075 5 pieces ★☆☆
Peg Bowler P.079 (10 pieces)	★★★
Jithera ▶P.090 10 pieces	★★☆

Hobbledee

Drop Dur (P.068) Fahan (P.087), Delicacy

How to obtain Quest: Mandragora (2nd time onwards) (P.056), "Stone of Thought" Fairy World, Gosh Forest P.025

name	Number of uses Recommended level
Hobbledee ▶P.077 15 pieces	★★☆
gerbera ▶P.081	★★★
Mandragora ▶P.084 5 pieces	★★★
Jruburu ▶P.090	5 pieces ★☆☆
Muscari ▶P.092 5 pieces	★☆☆

Fighting nut

Drop Pook (P.065), Hobbledee (P.077), Voice from the Seabed (2nd time onwards) P.055, "Stone of Thought" Fairy World, Dur's Path (P.023)

name	Number of uses Recommended level
Pook ▶P.065 10 pieces	★★★
Kumoori ▶P.065 5 pieces	★★★
bugaboo ▶P.066 5 pieces	★★☆
Seefra ▶P.070 10 pieces	★☆☆
hawk ▶P.071 5 pieces	★★☆
Bullseye ▶P.071 5 pieces	★★★
Slam Ping ▶P.080 5 pieces	★☆☆
Cobra Night ▶P.086 5 pieces	★★☆
anemobium ▶P.094 5 pieces	★☆☆

Fighting powder

Drops: Mabinogion P.082, Lynock P.088, How to obtain: Quest Mao's Rampage (2nd time onwards) (P.056)

name	Number of uses Recommended level
Brownie ▶P.069	5 pieces ★☆☆
Seefra ▶P.070 10 pieces	★☆☆
Ashuta ▶P.078 5 pieces	★★★
Target for use: Slam pin ▶P.080	5 pieces ★☆☆
Mabinogion ▶P.082	5 pieces ★☆☆
Koburanai ▶P.086 5 pieces	★★☆
cask ▶P.091 5 pieces	★★☆
Muscari ▶P.092 5 pieces	★☆☆

Spiritpowder

Drops: ▶P.071, Gerbera ▶P.081

How to obtain Quest: Delicacy Mandragora (2nd time onwards) (P.056)

name	Number of uses Recommended level
Sea ▶P.067 10 pieces	★☆☆
mpet ▶P.068 10 pieces	★☆☆
degasser ▶P.072 10 pieces	★★★
Coucy ▶P.076	5 pieces ★★
Drakel ▶P.076 10 pieces	★★★
Fahan ▶P.087	★★★
cask ▶P.091	★★★

Spiritpowder

Drops: Kumoori P.065, Cusie P.076, How to obtain: Quest Voice from the Seabed (2nd time onwards) (P.055)

name	Number of uses Recommended level
Boubly ▶P.067 10 pieces	★★☆
Drakel ▶P.076 10 pieces	★★★
Askida ▶P.078	★★★
Araune ▶P.078	5 pieces ★★
Hebetrot P.082	★★★
humpty ▶P.083	★☆☆
behiat ▶P.088	5 pieces ★
cask ▶P.091	5 pieces ★★
bergamot ▶P.094	5 pieces ★★
Ahazrad, p.095	5 pieces ★★

Used for

Spiritpowder

Drop Degasser (P.072), Brolahan (P.081), Delicacy

How to obtain Quest: Mandragora (2nd time onwards) (P.056)

name	Number of uses Recommended level
Patriot ▶P.074	★☆☆
"Target for use: Gargantua P.075"	5 pieces ★★
behiat ▶P.088	5 pieces ★☆☆
Kahalaes ▶P.095 10 pieces	★☆☆

Goldenpowder

Drops: Beau (P.073), Bergamot (P.094)

How to obtain: Quest "Voice from the Seabed" (2nd time onwards) P.055

name	Number of uses Recommended level
Dgma ▶P.069 5 pieces	★★★
patriot ▶P.074	1 piece ★
"Target: Gargantua P.075"	1 piece ★★
Fraquinas ▶P.077	★★★
spriggan ▶P.084 5 pieces	★★☆
Kahalaes ▶P.095	5 pieces ★

Spiritpowder

Drop: Spriggan P.084, Mandragora (P.084)

How to obtain Quest: Mao's Rampage (2nd time onwards) (P.056)

Stone of Thought: Wax Realm, Avalon Fortress (P.029)

name	Number of uses Recommended level
Mandragora ▶P.079 5 pieces	★☆☆
Hebetrot ▶P.082 5 pieces	★★★
Kahalaes ▶P.095 10 pieces	★☆☆

Spiritpowder

Drop Candela P.085

How to obtain Quest: Pandoors P.056

The Stone of Thought, The Fairy World, Gosh's Forest

name	Number of uses Recommended level
Target users: Da Bo ▶P.073	★★★
"Hebetrot P.082	★★★

Spiritpowder

Drop Cask (P.091)

How to obtain Quest: Voices from the Seabed (2nd time) P.056

The Stone of Thought, the Underworld, the Invisible Underwater Palace (P.041)

name	Number of uses Recommended level
Used for: Spriggan ▶P.084 3 pieces	★★☆
grandylow ▶P.095	1 piece ★★

greenliquid

The Stone of Thought, Infinite Corridor, Eternal Recurrence Fangs Area P.045

name	Number of uses Recommended level
Cat Sea ▶P.067	5 pieces ★

blackblueliquid

The Stone of Thought, Otherworld's Men, Thought Palace (P.043)

Used for Impat ▶P.068 1 piece ★

Drakel ▶P.076 5 pieces ★★★

magentaliquid

The Stone of Thought, Infinite Corridor, Eternal Recurrence Fangs Area P.045

name	Number of uses Recommended level
Used for brownies ▶P.069	★☆☆
Coucy ▶P.076	★★☆

*The data on pages 62-63 does not include the Fawkes categorized as "Special." Also, the karma release conditions and items added through linking with the PS4 are excluded.

Helmut

Drop Hinky Punk (p.100), Anoon (p.107)

How to obtain Quest: Flickering Flames (2nd time onwards) (P.058)

name		
Azulei	▶P.105 5 pieces	★★☆
Afunk	▶P.108	5 pieces ★☆☆
selkie	▶P.106 5 pieces ★	
Anun	▶P.[illegible] pieces	★★★
Oishi	▶P.108	5 pieces ★
Exedra	▶P.109	5 pieces ★★
dr geek	▶P.115	★☆☆
protea	▶P.121	★★☆

Warmnut

Drops: Ogma (P.099), Oishi (P.108)

Quest: Hungry Behir (2nd time onwards) (P.058

slampin	▶P.112 5 pieces ★	
Jishuk	▶P.114 5 pieces ★★	
Bougainvillea	P.120 15 pieces	★☆☆

pulsating nut

Drop Book (p.097), Selkie (p.106),

Quest: Shield Wall (2nd time onwards) (P.05

name		
Pook	▶P.097 10 pieces	★★★
Kimoon	P.097 5 pieces ★★★	
Andraste	P.098 5 pieces	★☆☆
[illegible]	▶P.099	★★☆
bugaboo	▶P.100 10 pieces	★★★
Koburana	▶P.115	★☆☆
Mandragora	▶P.116	★★☆
[illegible]	P.125 [illegible] pieces	★☆☆

[illegible]

Drop Bogart (p.114)

Quest: Flickering Flames (2nd time onwards) (P.058)

name		
Kalmia	▶P.117 10 pieces	★☆☆
behir	▶P.117	5 pieces ★☆☆
baguinis	▶P.118	[illegible] ★★★

[illegible]

Drop Hawk (p.101, Answerer (p.113),

Quest: Hungry Behir (2nd time onwards) (P.058)

name		
torrent	▶P.098 10 pieces ★	
powley	P.099 5 pieces ★★☆	
pad foot	P.111 5 pieces	★★★
spriggan	▶P.113	5 pieces ★★☆
Koburana	▶P.116	5 pieces ★
baguinis	▶P.118	5 pieces ★★★

[illegible] powder

Drop K[illegible]moon (P.097), Siampin (P.112)

Quest: Shield Wall (2nd time onwards) (P.057)

name		
hawk	P.101 5 pieces ★★★	
patriot	P.104 5 pieces ★☆☆	
Verdet	P.118 5 pieces ★☆☆	
agapanthus	P.122 10 pieces ★★★	

green ore

Drop[illegible] (P.104), Brolahan (P.110),

Quest: Hungry Behir (2nd time onwards) (P.058,

name		
patriot	▶P.104	★☆☆
Gargantua	P.105 10 pieces	★★☆
Hebetrot	▶P.112	★☆☆
Verdet	▶P.118	5 pieces ★
Durandal	P.119 5 pieces	★★★

[illegible]

Drop Patriot (p.104), [illegible]shuk (p.114

Quest: Shield Wall (2nd time onwards) (P.057)

name		
Exedra	P.109 1 piece	★★☆
spriggan	▶P.113	3 pieces ★★
Durandal	▶P.119	★★★
gladiolus	▶P.120	★☆☆

[illegible]

Drop Volcano (p.103), Mandragora (p.116

[illegible] Flames (2nd time onwards) (P.058)

name		
Target users: Agagega	P.108 4 pieces	★★★
arondite	▶P.125 10 pieces	★★★

[illegible]

Drop Kraken (P.109),

Quest: A Difficult Patient (P.058), Frizzy's Partner (P.058

Target of use:	Barghest ▶P.101 4 pieces	★★★
	Langolian ▶P.125 3 pieces	★

[illegible]

Drop Amaryllis (P.124)

How to obtain Quest: Black Impulse (Part 1) (P.058)

[illegible] Thought, War Realm, Armored Corps: KB Operation Area (P.026)

Target audience: Hinky Punk P.100		★★★
Amaryllis	▶P.124 5 pieces	★★★

[illegible] liquid

"Drop Hebetrot (p.112)"

[illegible] Thought, [illegible] Corridor, Eternal Recurrence, Fenalis: Area 3 (P.[illegible])

Target for use: Pauly	▶P.099	★★☆
[illegible]darch	P.107 1 piece ★	

[illegible]

nurturing forks

Pook	Barrager	▶P.072 5 bodies
	Rye neck	▶P.058 20 bodies
Henkey	Maolingoon	▶P.082 5 bodies
Bubbly	bugaboo	▶P.066 2 bodies
[illegible]pe	Henkey	▶P.066 3 bodies
[illegible]gira	Fraquinas	▶P.077 3 bodies
browmie	Henkey	▶P.066 3 bodies
	Beerwind	▶P.089 15 bodies
bargguest	Answerer	▶P.084 3 bodies
hawk	Pook	▶P.065 5 bodies
	ambush	▶P.073 10 bodies
	begborka	▶P.089 10 bodies
bullseye	Barrager	▶P.072 5 bodies
Barrager	Warthog	▶P.074 5 bodies
Ga Bo	ammobium	▶P.094 3 bodies
	Coropna	▶P.095 3 bodies
Patriot Ga Bo		▶P.073 3 bodies
Gargantua	bargguest	▶P.070 2 bodies
	Coropna	▶P.095 1 body
Azulei	Araurne	▶P.078 5 bodies
Coucy	Ogma	▶P.069 5 bodies
	candela	▶P.085 10 bodies
Fraquinas	Dru	▶P.068 2 bodies
Araurne	Araurne	▶P.078 10 bodies
peg bowler	a hazrad	▶P.095 3 bodies
Marabank	Warthog	▶P.074 1 body
	a hazrad	▶P.095 1 body
slampin	Azulei	▶P.075 5 bodies
	Brolahan	▶P.081 5 bodies
Luduc	hawk	▶P.07[illegible] 3 bodies
	Luduc	▶P.082 bodies
	Moralta/Vegalta P.091 3 figures	
Brolahan	bullseye	▶P.071 5 bodies
	Luduc	▶P.080 10 bodies
	Moralta/Vegalta P.091 10 figures	

nurturing forks

Mabnogion	peg bowler	▶P.079 5 bodies
Hebetrot	[illegible]	▶P.093 1 body
Scrker	ambush	▶P.073 3 bodies
Answerer	[illegible]	▶P.077 5 bodies
spriggan	Ogma	▶P.069 3 bodies
	korovna	▶P.095 3 bodies
boggart	Ma[illegible]	▶P.079 15 bodies
Mandragora Boubi		▶P.067 5 bodies
fomorian	dogasser	▶P.072 [illegible] body
	fomorian	▶P.087 1 body
Behir Humpty		▶P.083 5 bodies
Beerwind Humpty		▶P.083 3 bodies
[illegible]	ge bo[illegible]	▶P.081 10 bodies
[illegible]errance a	Parager	▶P.072 3 bodies
Muscari	Terrancera	▶P.092 5 bodies
gladiolus	fomorian	▶P.087 3 bodies
ammobium	ambush	▶P.073 3 bodies
Pook	boggart	▶P.[illegible] 5 bodies
Kilmoon	slampin	▶P.[illegible] bodies
[illegible]	Ogma	▶P.069 1 bodies
Andraste	ammobium	▶P.123 1 body
	taslam	▶P.125 3 bodies
Ogma	torrent	▶P.098 2 bodies
	Pinky punk	▶P.100 2 bodies
Barghest Answerer		▶P.113 1 body
	Durandal	▶P.119 1 body
hawk	Volcano	▶P.103 10 bodies
bullseye	[illegible]errance a	▶P.119 5 bodies
Volcano	bullseye	▶P.102 2 bodies
	Terrancera	▶P.1[illegible]9 body
Blumbear	hawk	▶P.10[illegible] bodies
	[illegible]e a[illegible]ce a	▶P.119 a bodies
Gargantua	Blumbear	▶P.103 2 bodies
	Gargantua	▶P.105 1 body
	fomorian	▶P.116 1 body

nurturing forks

Azulei	Anun	▶P.[illegible]07 5 bodies
Afunk	[illegible]arrager	▶P.[illegible]02 5 bodies
selkie	bullseye	▶P.102 3 bodies
[illegible]darch	[illegible]angolian	▶P.[illegible]25 3 bodies
Anun	Azulei	▶P.[illegible]05 5 bodies
Brolahan	bouquet	▶P.097
	Luduc	▶P.[illegible]0 bodies
		▶P.[illegible]04 3 bodies
	Brolahan	▶P.[illegible]05 bodies
spriggan	Ogma	▶P.099 3 bodies
	arondite	▶P.125 3 bodies
boggart	Afunk	▶P.106 15 bodies
	[illegible]darch	▶P.107
	Kalmia	▶P.[illegible]0 bodies
Oishuk	selkie	▶P.106
	dr geek	▶P.[illegible]5 bodies
dr geek	Jishuk	▶P.[illegible]4 5 bodies
Koburana	pad foot	▶P.1[illegible]3 bodies
	Yarskin	▶P.[illegible]25 bodies
Mandragora	Yarskin	▶P.125 5 bodies
	Purgest	▶P.101 1 body
fomorian	Luduc	▶P.110 1 body
	fomorian	▶P.116 1 body
baguinis	Verdet	▶P.118 5 bodies
Verdet	behir	▶P.117
	Exedra	▶P.109 10 bodies
Bougainvillea	Kraken	▶P.109 10 bodies
	protea	▶P.121
	Gully Beggar	▶P.111 3 bodies
	Durandal	▶P.119 5 bodies
bergamot	gregory	▶P.[illegible]23 5 bodies
ammobium	bergamot	▶P.122 5 bodies

How to read folk data

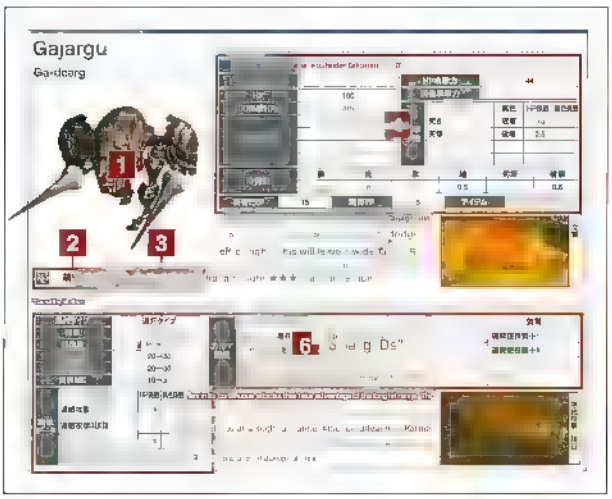
There are a total of 123 Fawks that can be obtained through the main story and quests. In addition, we will be revealing all the data on Fawks, including the 11 that can be obtained through "Dungeon Trial" and linking with the PSP

"Check the performance of the Forks with data"

The data is first separated by protagonist, and then listed in the order of categories displayed on the Forks Change screen: "Each Otherworld," "Quest," and "Special." The order within each category matches the display order in the game.

If you want to search alphabetically, please refer to the "Fawks INDEX" on page 127. Also, the explanations for each creature are divided into combat and service use. Both contain a lot of information, so please remember how to read them so you can quickly find the information you need.

Folks data information



1 Basic information

The name and image of the Fawkes. If it is a rare Fawkes that appears when certain conditions are met, "Rare Fawkes" is added next to the image.

2 attributes

The attributes that each Fawkes possesses. When fighting them as enemies, some Fawkes will unleash attacks of different attributes depending on their attack method. For the attributes of each attack method, please refer to "Attack Method" in the "Data Items during Combat" on the right.

3 Recommended level

This book defines the ease of use of the Forks as it is defined. The more colored stars there are, the easier it is to use.

4 Battle data

This section contains information such as the parameters of enemies and the areas where they appear. The meaning of each item is as described in "Battle Data Items" on the right.

5 How to fight

This section introduces tips for fighting that enemy and useful forks in combat.

6 Data when using causative language

7 Causative method

This section introduces the characteristics of causative verbs and how effective they are.

Data items during battle

Main Appearance Areas: This page lists the main areas and maps where the enemy appears. For quest and special Fawkes, the acquisition conditions are listed in the data section for when they are used.

ID Absorption Operation: This operation is required when absorbing red IDs. IDs that do not enter absorption mode are marked "Normal," while IDs that enter absorption mode have their name listed. The absorption time limit is also listed.

HP

Attribute Durability: The attribute durability values set for the enemy. From left to right, "Attribute," "Durability," "Effect when an enemy is hit by an attack of the corresponding attribute and its durability reaches 0," and the data type in the cells.

HP Attack Power: The base value of attack power which is the source of damage to HP.

Elemental Attack Power: The base value of attack power that is the source of damage to elemental durability.

Defense Value: The ability to block damage from HP attacks. Each attribute has a value ranging from 0 to 1; a lower value reduces damage, and 0 completely blocks it. Note that the value of some enemies changes during battle, but the initial value is generally written.

EXP Gained: The base amount of EXP gained when absorbing an ID.

TP gained: TP gained when absorbing an ID (only from enemies in Keats' chapter).

Items: Items that may be dropped when you absorb or defeat an enemy. The drop rates for each item are also listed. Note that when the protagonist's HP is low, any enemy may drop a "Life Drop" instead of the listed items (P.009).

Data items at the time of use

attack characteristics such as the range and area.

HP Attack Power: The base value of attack power, which is the source of damage to HP. If attack power increases through Karma Release, two values are listed in the order of initial value, maximum value. If there is no attack power, it is written as "-".

Elemental Attack Power: The base value of attack power, which is the source of damage to elemental durability. If attack power increases through Karma Release, two values are listed in the order of initial value, maximum value. If there is no attack power, it is written as "-".

[illegible]: The amount of AC consumed when using the skill. If the consumption decreases during a Karma Release, the two values are listed in the order of initial value, minimum value.

Attack Data: Attack actions and performance when used. The table items from left to right are "Attack Name," "HP Coefficient (HP attack power correction multiplier)," "Attribute Coefficient (attribute attack power correction multiplier)," and "Maximum Number of Hits" (attacks with multiple times, the coefficient listed is for each hit. Attacks whose actions change due to charging [illegible]).

Karma Release: Karma set for Forks. The table items from left to right are "Karma Number," "Karma Appearance Conditions," "Karma Release Conditions," and "Effect upon Release." Green text indicates karma that will be added when the conditions are met. Karma with "Linked" in the appearance conditions will be released by linking with the PSP (planned as of July 2007).

Pook

Pouke

Quirks comments

Main spawn area	The Joyful Wild Eyes F (P.021~P.022), Dur's Path (P.023), Gesh's Forest (P.024
	usually
HP	80
	40 or less
	Sleep, S + Status effect + ID appears
	—
	40
	—
Attack method	Thrust — 0.75
	Pressing down — 0.75
	— — —

thunder	water	wind		sleep			
0.5	0.5	0.5	0.5	1	1	1	0.5	0.5

EXP earned	2
Item	Pulsating nuts (12%)

When they get close to Ellen, they spin a branch around to gather power before striking. Attack them before they finish gathering power and take them down in one go. When they appear in groups of up to three, defeat them one by one with consecutive attacks, and when many appear, attack them all at once with Dur or similar attacks.

Combat explanation

	—
	Continuous use 2 ~4
	20 ~25
	—
	4 ~1

Karma appearance conditions	release conditions	effect
Karma 1 from the beginning	Absorb 5 Pook IDs	
Karma 2	free 1	Absorb 10 Pook IDs
Karma 3 from the beginning	Use 10 Pulsating Berries	
Karma 4 3 released	Defeat 5 Hawks with Pook	

Attack name			
	1	—	1
	1		1
	1	—	1
	1		1

It launches a series of attacks straight ahead. Each hit is relatively weak. However, once you unleash your karma, you can perform up to four hits, and if you land all of them, the damage you inflict is substantial. Also, if you don't lock on, you can change the direction of your attack with the left stick, making it usable even when surrounded by enemies.

Kilmoori

Killmoulis

*Guard attribute

Combat comments

Main spawn area	The Joyous Wildflower (P.021~P.022), Gesh Forest AF (P.024~P.025)
	usually
HP	80
	40 or less
	—
	40
	—
Attack method	Leg sweep — 0.75
	Jumping kick — 0.75
	— — —

No	lightning	water			sleep			
0.5	0.5	0.5	0.5	1	0	1	0.5	0.5

EXP earned	2
Item	Green powder (4%)

Both the leg sweep and the jump kick have short ranges, so you can safely inflict damage by using Pook from a distance where the attack is just within reach. However, when Kilmuri curls up to guard, frontal attacks are ineffective. Wait until he drops his guard, or circle around to his side and attack.

Guard explanation

	long press type
	Guard at close range
	—
	20 ~10

Karma appearance conditions	release conditions	effect
Karma 1 from the beginning	Absorb 5 Kilmuri IDs	
Karma 2	free 1	Absorb 10 Kilmuri IDs
Karma 3 2 released	Use 5 Pulsating Berries	
—	—	—

Attack name			
	—	—	—

While holding down the button, you assume a guard stance, blocking one attack from any direction. This will be a valuable defensive tool available early in the game. However, there is a delay of about one second between blocking an attack and being able to use it again, making it unreliable when attacked by a group of enemies.

Henkey

Henky

Number comments

Assault									40
80									—
40 of lies									
Large soap bubbles									Hand 1
moving down									Hand 1
									Hand 0.5
No thunder water wind									—
0.5	0.5	0.5	0.5	1	1	1	0.5	0.5	
2									Pulsating nuts (15%)

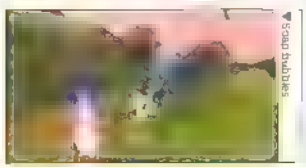
After extending something like a straw for about 3 seconds, it will shoot soap bubbles straight ahead. During this time, Henkie does not change direction, so you should be able to easily dodge it by moving to its side. Once you've dodged the attack, go on the offensive with a series of attacks using Pook or similar characters.

Offensive explanation

Reservoir type	Karma appearance conditions	effect
Medium range/Medium attack	Karma 1 (from the beginning)	Absorb 10 Henky IDs
20 ~30	Karma 2 (1 released)	Use 5 cold berries
30 ~40	Karma 3 (from the beginning)	Defeat 3 Impets with Henkie
15 ~5	Karma 4 (3 released)	Defeat 3 Brownies with Henkie

Attack name	If enemies are inflicted with		
soap bubbles	1	1	1
—			
—			

This attack launches a homing bubble diagonally upwards. Charging up power makes the bubble larger, increasing its attack range. While it's difficult to hit ground enemies unless you're very close, it's an effective attack against flying enemies like Impets and Brownies.



bugaboo

Bug-a-boo

Number comments

Main appearance areas	The Joyful Day of the Wildflower (P.021~P.022), Gesh's Forest AB (P.04~								
7 mins 50 seconds									40
150									—
Inflict 0 attack ailments if applicable									Hand None 0.75
									Head None 1.5
—									— — —
—									—
Water	Lightning	Wall	Wind	Weapon position	Sleep	Adhesive	Cutting	Recovery	
0.5	0.5	0.75	0.5	0	1	0	0.5	0.5	
10									Warm nuts (15%)

If you get too close, it will punch you or attack by raising the hair all over its body like needles. You cannot reveal its ID with attacks other than sleep-inducing ones, so be sure to absorb the Cait Sith's ID beforehand. When using the Cait Sith, keep a little distance and make sure it doesn't get hit by the hair needles.

Offensive explanation

Reservoir type	Karma	effect
Large attack	Karma 1 (from the beginning)	Use 5 Pulsating Berries
40 ~45	Karma 2 (1 released)	Absorb 5 Bugaboo IDs
—	Karma 3: Defeat 10 Fawkes with Bugaboo from the start	Charge stage +1
20 ~10	Unlock Karma 4~3 by defeating two Boobly with Bugaboo	

Attack name	If enemies are inflicted with		
	1		
Needle charge	0.6	-	2
Hair Needle Gathering 2 (Karma 3)	0.4		4
—	—		

Attacks in all directions with hair needles. By holding down the button to charge up 1 unit of power, you can enhance the attack range and number of hits. Bugaboo can move while charging, so it's recommended to use it to set up while running away from enemies. Use this to confront groups of enemies and inflict massive damage all at once.

Bubbly

Boobrie

Battle commentary

	Dur's Path P.022)									
	Timing (70 seconds)									40
HP	300									—
	60 or less	Attack method	Attack name							
	Sleep Status Ailment		back kick							0.75
	—		gliding attack							1
			beak							0.76
	—									1
		lightning	water			sleep				
	0.5	0.5	0.5	0.5	0	1	0	0.5	0.5	
EXP earned	40	Item	Warm nuts (15%)							

It will jump towards you and then attack with its beak. Since it can only jump straight ahead, lock on to it, wait, and dodge to the side the moment it gets close to avoid the attack. Use that opportunity to attack with a Pook or similar weapon. It may kick you from behind, so try to attack from the side.

Attack explanation

	Normal type									
	Medium range attack									
	25 +33									
	40 +48									
	30 +25									
	Attack name	HP coefficient								
		1	1	1						
		—								
			—	—						

Karma			effect
karma 1		Absorb 3 Boobly IDs	
karma 2	free 1	Use 10 green powders.	Increases both attack power by 3
karma 3		Defeat 10 Fawkes in Boubley	Increases both attack power by
Karma 4 3 released		Defeat 5 Mandragora in Boobly.	Increases both attack power by 3

It creates a gust of wind to attack a wide area in front. When small enemies like Pooks and Hawks approach in groups, it's a good idea to use this to knock them down and then follow up with other Fawkes. However, it won't hit if Eren is too close to the enemy, so use it from a certain distance.

Cait Sea

Cait Sidhe

sleep attributes

Battle commentary

	Dur's Path P.022)									
	usually									5
HP	120									80
	60 or less	Attack method								
	Adhesion Status Ailment		sleep starch							
	—									
	—									
		wind	temptation	sleep		adhesive	cutting			
	0.5	0.5	0.5	0.5	0	0	1	0.5	0.5	
	5									

After scattering sleep-inducing scales in front of it, it will flee outside the area. It runs very fast, making it almost impossible to catch up. When the Cait Sith's ears start to glow, quickly move to its side and finish it off with a series of attacks using Pook while it's scattering the scales.

Attack explanation

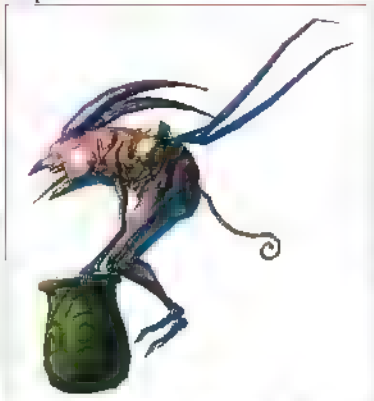
	Normal type									
	Medium range attack									
	30									
	35 +20									
	Sleep Phosphorus		1	1						
	—		—	—						

Karma			effect
karma 1		Use one green liquid.	
karma 2	free 1	Use 10 yellow powders	
karma 3	free 2	Absorb 3 Cait Sith IDs	
—	—	—	—

This attack scatters sleep-inducing scales forward. It has a large delay before the attack, and if used too close to an enemy, you'll often be attacked first and unable to activate it. Therefore, use it from a distance where the enemy's attacks cannot reach you, as if you're ambushing them. It is especially effective against Bugaboo and Dur.

Impet

Impet



Battle commentary

Main appearance	The joyous wilderness (P.022), Dur's Journey (P.023)							
HP	usually	16						
	0 or less							
	Sleep, Stun effect, ID accepted	—						
		—						
Attack power		40						
		80						
Attack name			Attack power					
Bash			1	—				
Attack method			0.1	1				
			-	-				
				—				
Size		Feng Shui 0.5	Immobilization	sleep	Adhesive	Cutting		
0.5	0.5	0.5	0	1	0	0.5	0.5	
EXP earned	3	Item	Cold nuts (15%)					

It drops sticky liquid from above. If you get hit by this, you'll become sticky, so be careful when it appears at the same time as other enemies. Attack it from diagonally below with Henkey and take it down first. Alternatively, you can move to avoid getting close to Impet and take down the other enemies first.

Ability details & effects

Ability name				
Impet				
Attack method				
Continuous attack				
Attack power				
30				
60 +15				
Attack name	Attack power		Attack range	
Tentacle attack		1	1	
—				
—	—	—	—	
			—	

Karma appearance conditions		effect
Karma 1 from the beginning	Use one light blue liquid	
Karma 2 released	Absorb 3 Impet Ds	
Karma 3 2 released	Absorb 5 Impet Ds	
Karma 4	Use 10 yellow powders.	

When used, it waits in the air and performs a sticky attack after a short delay. If you summon it before enemies get close, you can stop them in their tracks. Init ally, its range is narrow and it s d fficult to hit targets, so you'll want to release Karma to increase the number you can summon consecutively.

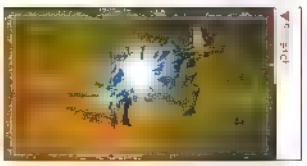
Dru

Daru

Battle commentary

Main appearance	Dur's Path (P.023), Gesh's Forest (P.024)							
HP	usually	135						
	45 or less							
	Sleep, water drop, ID appears	—						
		—						
HP attack power		40						
		—						
Attack name			Attack power					
vy attack			1.25	—				
scratch			1	—				
				—				
		—	—	—				
	lightning	water	wind	Immobilization	sleep	adhesive	cutting	
0.5	0.5	0.5	0.5	0	1	0	0.5	0.5
EXP earned	10	Item	Warm nuts (15%)					

It attacks by scratch ng its front with its front paws or by thrust ng out tentac e- ke vines. The basic strategy is to attack from the side with Pook, but if you hit it with a sleep -nducing attack like Cait Sith, a red ID will appear in one hit. If you use Ca t Sith, make sure to attack from a distance.

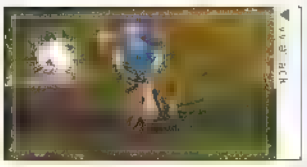


Ability explanation

Main appearance	Normal type			
Attack method	Medium-range area attack			
Attack power				
35 +45				
Attack range	—			
20 +10				
Attack name	Attack power		Attack range	
vy attack	0.5	1		
—	—	—	—	
—				
		—		

Karma appearance conditions		effect
Karma 1	from the beginning	Absorb 3 Dur's Ds
Karma 2 released		Absorb 5 Dur's Ds
Karma 3 from the beginning		Defeat 10 Fawkes in Dur
Karma 4 3 released		Defeat two Flakinas in Dur

It sweeps a wide area in front of it with vines that bend ke a whip. Its HP attack power isn't particularly high, but it's easy to use because it consumes little MC and has little recovery time after attacking. It's recommended to summon it after performing a series of attacks with Pook or similar, and use it to finish off enemies.



Ogma

Ogma

cutting attribute ★★★

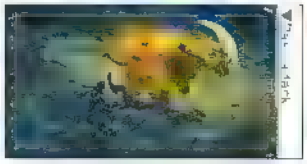
Main spawn area	Dur's Path (P.023), Gesh's Forest (P.025)
Timing	20 seconds
HP	160
	40 or less
	—
	—
	40
	—

Attack	Attribute	Attack power	Status ailment
Slashing	cutting	0.5	—
dash attack	cutting	0.75	—
pounce on	cutting	0.5	

Type	lightning	water	wind	seduction	sleep	adhesive	cutting	destruction
	0.5	0.5	0.5	0.5	0	0	1	0.5	0.5

EXP earned	15
Item	Warm nuts (15%)

At close range, it will slash and leap, while at long range it will use dash attacks. Lock on to it, create distance, dodge its attacks by moving left and right, and then use your Impet. Once you've immobilized it with the Impet, simply finish it off with a series of attacks from the Pook.

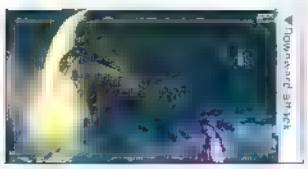


Usually	
	30 +38
	35 +43
	20 +15

Karma appearance conditions	release conditions	effect
Karma from the beginning	Absorb 3 Ogma IDs	Consumption MC decreases
Karma 2 free 1	Use 5 golden orbs.	Increases both attack power by
Karma 3 from the beginning	Defeat 5 Cu Chulainn or Ogma	Increases both attack power by 3
Karma 4 free 3	Defeat 3 Spriggans in Ogma	Increases both attack power by 3

Skill	MP cost	Attack power	Attack range
Swing down attack	1	1	1
	—	—	—

The character jumps forward and swings their crest down. Its advantage is that it has a wide upward attack range, allowing it to hit airborne enemies such as Impet. It is also very useful in battles against Barghest and the Folklore of the Fairy World, so you should release the karma as soon as you absorb the ID.



brownie

Browney

temptation attribute ★☆☆

Main spawn area	Gesh's Forest Eye (P.024
Usually	
HP	16
	10 or less
	—
	40
	80

Attack	Attribute	Attack power	Status ailment
Dirt punch	None	1	
			1
—	—	—	—

Type	thunder	water	wind	temptation	sleep		cutting	
	1	1	0.5	1	0	1	0	1	1

EXP earned	3
Item	Warm nuts 15%

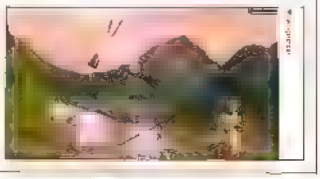
They don't actively attack, but if you're directly below them, they can inflict status ailments with their charm. If you avoid being directly below them and attack them from diagonally below with Henkie, you shouldn't have too much trouble. Also, if they appear at the same time as Bugaboo, it's better to defeat Brownie first.

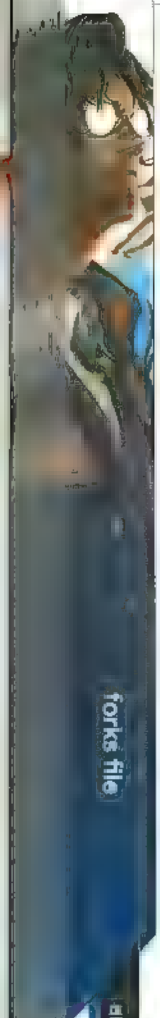
Usually	
	—
	25
	60 +25

Karma appearance conditions	release conditions	effect
Karma 1	Use one purple liquid.	Consumption MC decreases
Karma 2 1 released	Use 5 purple powders.	Consumption MC decreases
Karma 3 1 released	Absorb 3 Brownie IDs	
Karma 4 3 released	Absorb 5 Brownie IDs	

Skill	MP cost	Attack power	Attack range
	—	1	1
—			

It rains down projectiles with the "seduction" attribute from above. When surrounded by a group of enemies, it is easier to escape by using this to stop them in their tracks. It's quite practical even in its initial state, but if you release Karma to increase the MC cost and the number of consecutive summons, it becomes a reliable tool even in the mid- to late game.





bar guest

Bargest

★★★

Combat comments

[illegible]	Gesh's Forest P.024
[illegible]	Timing 180 seconds
HP	240
	80 or less
	Sleep 100 / Status Ailment

[illegible]			40
[illegible]	[illegible]	[illegible]	1.75
	Harite	Destruction	0.5
	Headfirst slide destruction	0.5	—
	[illegible]	[illegible]	0.5

			lightning	water	wind	seduction	sleep	adhesive	cutting	
[illegible]	0	0	0	0	0	1	0	0.5	0	

[illegible]	60	[illegible]	Warm nuts (15%)

If you get too close, it will attack with consecutive slaps and hair needles. To avoid these attacks, attack with Ogma from a slightly further distance. Alternatively, you can use a sleep-inducing monster like Cait Sith to stop the enemy's movement before attacking.

Causative ID transfer

[illegible]	Reservoir type
	[illegible]
	—
	40
	45
	35→25

	Karma appearance conditions	Release conditions	Effect
Karma	Karma 1 [illegible]	Absorb one Barghest ID	Charge stage +1
	Karma 2 free 1	Defeat two Gargantuas in Barghest	Charge stage
	Karma 3 linked	Defeat two Gladiolus in Barghest	[illegible]
	—		—

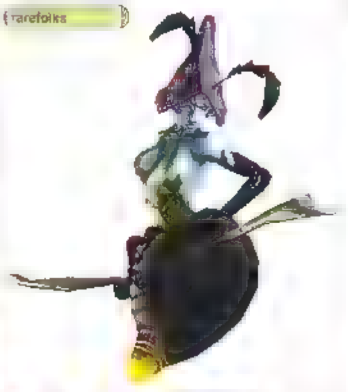
	Attack name	[illegible]		
[illegible]	Harite	1	1	1
	[illegible]	0.75	0.75	2
	Double-handed charge 2 (Karma 1)	1	1	1
	Head slide charge 3 (Karma 2)	2	2	1

This attack sweeps a wide area in front of you, and the attack motion changes if you hold down the button to charge it up. It can only be used as a single attack, but it is an excellent attack with very high HP damage and a wide attack range. It can be used in many situations, such as when enemies appear in groups or during boss battles.

Seefro

Shefro

rarefolks



★☆☆

Combat comments

Main spawn area	Dur's Path (P.023), Seefl [illegible]
[illegible]	Timing [illegible] seconds
HP	50
	—
	[illegible] Status ailment [illegible]

[illegible]				wind	temptation	sleep	adhesive	cutting	[illegible]
	0.5	0.5	0.5	0.5	0	1	0	0.5	0.5

[illegible]	10	[illegible]	Yellow powder 15%

Dur and Ogma, who are with him, are troublesome. If you defeat them all, they will reappear after a certain amount of time, so leave one alive. Then attack Seaflo with Hebetrot. When the red ID appears, defeat the one you left alive and immediately absorb Seaflo's ID.

Causative ID transfer

[illegible]	Normal type
	Close range, range attack
	—
	25→45
	40

	Karma appearance conditions	Release conditions	Effect
Karma	Karma 1: Use 10 purple powders from the start		[illegible]
	Karma 2 Release	Use 10 Pulsating Berries	[illegible]
	Karma 3 linked	Use 3 purple stones	[illegible]
	—	—	

	Attack name	[illegible]		
[illegible]	[illegible]		1	1
	—	—	—	
	—			—

It unleashes a seductive attack in all directions. Its advantages as a seductive Fawkes are its low MC cost and wide attack range. However, there's a long delay between summoning and the attack activating, so it's best to summon it before enemies get close.

hawk

Hawk

★★☆

Battle commentary

							44		
			85						
			45 or less						
			Lightning: 10 → Status Ailment						
			Adhesion: 5 → Status Ailment						
			Sleep: 10 → Status Ailment						
			Petrification: 10 → Status Ailment						
			Lightning	Water	Wind	Temptation	sleep		
			0.5	1	0.5	1	1	1	0.5
			4						

Thrust: 0.5 / 0.5

Yellow powder: 25%

They appear in groups and attack with a series of thrusts at close range and a charge from a distance. The charge is slow, but it's difficult to dodge when they come in groups one after another. Use dodging to avoid being surrounded, and counterattack with Fawkes that have a wide attack range, such as Barghest or Gabo.

Causative explanation

	Normal type
	Ranged/Charge Attack
	25 ~30
	10

Karma appearance conditions		Effect
Karma 1 from the beginning		Use 5 Pulsating Berries
Karma 2	free 1	Absorb 5 Hawk IDs
Karma 3	free 2	Absorb 10 Hawk IDs
Karma 4	free 3	Defeat three Eudaks with Hawk

Attack Name	Power	Attribute	Effect
Aligned thrust	1	—	1
Assault in formation (Karma 2)	0.6	—	1
Formed Charge (Karma 3)*	0.5	—	1
Formed Charge (Karma 4)*	0.4	—	1

Because it charges over long distances, it's best used against enemies with powerful close-range attacks like Degasser. It can also be used to remove landmines planted by Ambush. Since its individual HP attack power is low, it's recommended to unlock Karma to increase the number of units that can be summoned simultaneously.

bullseye

Bullseye

★★★

Battle commentary

							44		
			85						
			45 or less						
			Adhesion: 5 → Status Ailment						
			Sleep: 5 → Status Ailment						
						Sleep			
			0.5	1	0.5	0.5	1	1	1
			5						

Thrust: 0.3 / 0.5

Yellow powder (15%)

They excel at long-range shooting. While their bullet intervals are relatively long, getting hit by the first shot often results in subsequent shots hitting you in quick succession, leading to unexpected damage. If you spot a Bullseye, use consecutive attacks like those from Pook to prioritize taking it down over other enemies.

Causative explanation

	Normal type
	Simultaneous use +4
	25 ~30
	12

Karma appearance conditions		Effect
Karma 1	from the beginning	Use 5 Pulsating Berries
Karma 2	from the beginning	Absorb 5 Bullseye IDs
Karma 3	free 2	Absorb 10 Bullseye IDs
Karma 4	free 3	Defeat 5 Brolahan with Bullseye

Attack Name	Power	Attribute	Effect
Upright Aim	1	—	2
Triple Continuous Karma 2*	0.55	—	2
Formed Shooting (Karma 3)*	0.4	—	2
Formed Shooting (Karma 4)*	0.35	—	2

It fires two bullets forward. In battle, the attack range is narrow, but by releasing Karma and increasing the number of units that can be controlled simultaneously, it can cover a wider area. Also, since Ellen can move immediately after controlling a unit, it is possible to use Bullseye to hold off enemies while other Fawkes attack.

Barrager

Barrager

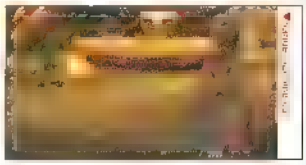
Battle commentary

	7th Division Bridgehead (P.027) Aviation Fortress (P.029		
	Usually		44
HP	85		—
	45 or less	straight machine gun	None 0.23 —
		range machine gun	None 0.23 —

	lightning water			sleep		cutting	
0.5	1	0.5	0.5	1	1	1	0.5	0.5

5	Green powder (15%

It will fire a machine gun indiscriminately from a distance. The power of each shot is low, but the rate of fire is high, so you will take continuous damage if you are in front of it. Approach it from an angle so you don't stand in front of it. Then, either use Pook for a continuous attack or use Dur to take it down along with other enemies.



Causative explanation

	Normal type
	—
	10→25
	15→11

Karma appearance conditions		effect
Karma 1 from the beginning	Absorb 10 Barrage IDs	
Karma 2	Defeat 5 Bullseyes with Barrager	
Karma 3 free 2	Defeat 5 Pooks with Barrage	
Karma 4 3 released	Defeat 3 Terransers with Barrage.	

machine gun	0.4	—
—	—	— —

It fires countless bullets in rapid succession forward. Initially, it has unlimited HP and low attack power, only capable of slowing enemies down, but it can deal massive damage when strengthened by unleashing its karma. Unlike Bullseye, the number of units that can be summoned simultaneously does not increase, so lock onto enemies to use it so they don't dodge

degasser

Degasser

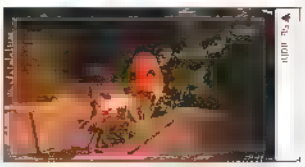
Battle commentary

	7th Division Bridgehead (P.027		
	Roar (5 seconds)		44
HP	800		
	—		
	—	means straight	1
		Slap	1.3 —
		making down	0.5 —
			None 0.68 —

	lightning water			seduction sleep		adhesive cutting		
0.5	0.2	0.2	0	0	0	0	0	0

60	Green ore (15%

He possesses many powerful close-range attacks, including an unblockable straight punch. It's safer to attack him from a distance using attacks like Hawk or Bullseye. To get the red ID, you have to reduce his HP by 100, and while he's staggering, reduce his HP by another 100.



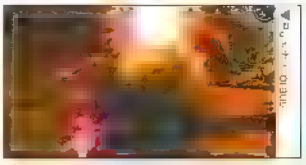
Causative explanation

	Reserve type
	—
	40→48
	45→53
	30

Karma appearance condition		effect
Karma 1	Absorb 3 Degasser IDs	
Karma 2 free 1	Defeat one Fomor with Degasser	Charge stage +
Karma 3	Use 10 yellow powders	
Karma 4 linked	Use 5 yellow stones	

punch	0.75	0.75	1
punch reservoir 1	0.6	0.6	2
Punch Charge 2 (Karma 2)*	0.5	0.5	3
	-		

He throws punches straight ahead. By holding down the button to charge up power, you can increase the number of hits. Among the destructive attribute Fawks, he has well-balanced performance and is useful in many situations. Prioritizing the release of his Karma will make battles in the mid-to-late game much easier



ambush

Ambush

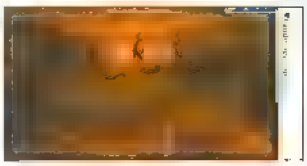
Battle commentary

	Armored Corps K8 Operation Area 3P 028		
	Usually		44
HP	85		—
	85 or less	Attack	2
	Sleep 10 Status Ailment		—
	—		—

ghtning	water	wind		seduction	sleep			
0.5	1	0.75	0.5	0	1	0	0.5	0.5

8 — Yellow powder 5%,

Once the mines buried in the Armored Corps K8 Operation Area are gone, they will reappear out of nowhere and lay more mines. When they appear, immediately launch a series of attacks. The ambush itself will not retaliate, but attacking it while it is laying mines puts you at risk of being caught in an explosion.



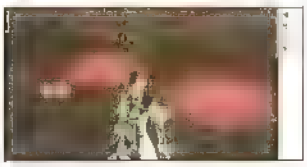
Ambush Explanation

Normal type
30→35
35→40
30→25

Karma appearance conditions	release conditions	effect
karma 1	Absorb 10 Ambush IDs	
karma 2	Defeat 10 Hawks in an ambush	
Karma 3 2 released	Defeat 3 Scrykers in an ambush.	
Karma 4 3 released	Defeat 3 Ammobiums in an ambush	

Area name			
Ambush	1	1	1
	—		

You can plant landmines at your feet, dealing massive damage to enemies who step on them. This should be particularly effective against enemies that charge in a straight line, such as Hawks and Gargantuas, as they should hit their targets with surprising accuracy. Note that the landmines 約 d sappear 10 seconds after being planted.



Ga Bo

Ga-Boi

Battle commentary

	Armored Corps K8 Operation Area Episode 3P 028 Avoid Point 029		
	Usually		44
HP	100		15
	50 or less	Attack	electric mode 雷 0.5 1
	—		Thrust Destruction 0.65
	—		thrust Destruction 0.45 —
	—		discharge Lightning 0.5 1

lightning	water	wind		seduction	sleep			
0	0	0	0	0	0	0	0	0.5

15 — Golden ore (15%,

After charging up its power, it unleashes a wide-area lightning attack. It may also attack with thrusts or charges if you are standing directly in front of it. If you keep some distance and attack from the side or behind, you should be able to defeat it without taking any counterattacks. Attacks using Degasser or Barghest are recommended.

Causative explanation

Continuous use 2-4
20→22
22→24
7→4

karma	release conditions	effect
karma 1	Absorb 3 Ga-Bo IDs	
karma 2 free 1	Use 3 purple stones	
Karma 3 from the beginning	Defeat 3 Patriots with Ga-Bo.	
Karma 4 linked	Defeat 5 Peg Poleers in Ga-Bo.	Increases both attack power by 3

	1	1	1
	1	1	1
	0.3	0.3	2
		0.4	4

It unleashes a lightning-element thrust forward. By releasing karma, it can perform up to four consecutive attacks, with the fourth attack generating a wide-area electric shock in all directions. However, there is a large opening before and after the fourth attack, so it is best to stop at the third attack in chaotic battles.

patriot

Patriot

guard attribute ★☆☆

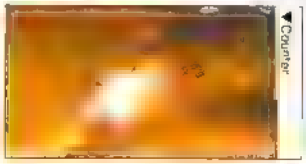
Combat Fundamentals

Usually	44
120	
50 or less	
counter	
—	
—	

Name	lightning water	wind	sleep	stun	cutting	explosion
0	0.75	0.5	0	0	0	0	0	0.5

15 — Golden ore (15%)

You can attack with lightning or destruction-attribute Forks, but when the opponent has their shield up, frontal attacks are completely ineffective. Moreover, if you continue attacking, you will receive a painful counterattack. It is safer not to attack until the opponent lowers their shield.



Basic explanation

long press type	
forward guard	
—	
25 +15	

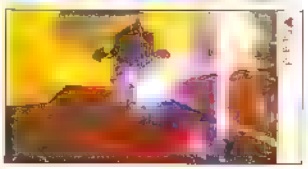
Attack name			
—	—	—	
—			
	—		

Karma acquisition conditions / release conditions

Karma from the beginning	Absorb 6 Patriot IDs
Karma 2 (free 1	use 5 green ores
Karma 3 2 released	use one golden ore
—	

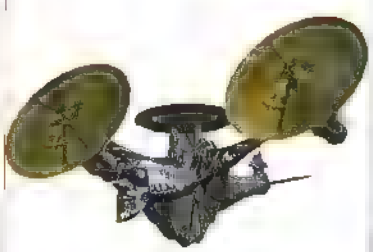
effect

While holding down the button, you can block attacks from the front. Unlike Kilmun, the guard is not released even if you take one hit, so you can rest assured even if the enemy launches a series of attacks. Lock onto the enemy to prevent them from getting behind you, or use it with your back against a wa



Warthog

Worthhog



heat accurate ★☆☆

Combat Fundamentals

Beat (25 seconds)	44
HP 120	
40 or less	
—	
—	

Attack name			
rush	Hand	1	
explosion	Explosion	1	
—			

Name		water			sleep		cutting	
0	0.5	0	0	0	0	0	0	0.5

18 — Green ore (15%)

It drops bombs straight down while flying high in the air. It can also charge at you while flying just above the ground. Be wary of its charge when it descends in altitude and avoid standing directly in front of it. You can damage it with a Degasser whether it's in the air or on the ground.

Basic explanation

Normal type	
Medium range area attack	
40 +45	
45 +50	
30 +25	

Attack name			
explosion	0.5	—	4
Bombing (Karma 2	0.5		8
		—	—
	—		

Karma acquisition conditions / release conditions

Karma 1	Defeat 10 Fawkes with Warthog.
Karma 2 1 released	Absorb 5 Warthog IDs
Karma 3 2 released	Defeat 5 Barragers with Warthog
Karma 4 3 released	Defeat one Malabank with Warthog

effect

It drops four bombs while flying, attacking the area around the point of impact. Releasing karma increases the flight distance and the number of bombs dropped. It has the drawback of a long delay before attacking, but its HP attack power and MC consumption are excellent. It will be useful for clearing out groups of enemies in front of you.

Gargantua

Gargantua

Battle commentary

	Beat 40 seconds,						44		
HP	600								
	20 or less								
	--								
	--								
	--								
Attack method									
							1	--	
	Body slamming						None 1.5	--	
							Destruction 0.68		
	machine gun						None 0.45	--	
	-	thunder	water	wind	seduction	sleep	adhesive	cutting	destruction
	0	0.25	0	0	0	0	0	0	0.5
	80								

It attacks with body slams and artillery fire from the front, machine guns from the side, and sudden reversals from behind. Use a Degasser or Barghest from the side to block the machine gun fire while dealing damage. Ambush from behind to lure it onto a mine is also a recommended tactic.

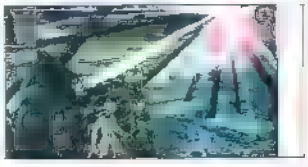
Offensive explanation

	Normal type					
	--					
	60 +70					
	70 +80					
	40 +20					

Karma appearance conditions		Effect
		Absorb 3 Gargantua IDs
Karma 2		Use 5 green ores.
Karma 3	free 2	Defeat 20 Fawkes in Gargantua.
Karma 4	free 3	Use one golden ore

	0.5	0.5	1
	--		
		--	--

fires projectiles that travel in a parabolic arc. Aiming is difficult, but it can attack from a distance and has high HP and elemental attack power. Understand where the projectiles land and use it to time your attacks with enemies approaching that spot. It is especially effective against enemies that are dangerous to approach, like Hobbledee, or enemies that move slowly.



Azulei

Asrai

Battle commentary

	Ancient Daphnes of the Waves, P.031						The Swamp of Oblivion, pp. 34-35,		
	assault,						48		
HP	90								
	50 or less								
	Sleep: B +Status Ailment								
	seduction: B +Status Ailment								
	--								
Attack method									
							--	--	
	Body slamming						0.5	--	
	Thrust						0.5	--	
							--		
	--						--	--	
		thunder	water			sleep		cutting	
	0.5	0.5	0	0	1	1	0	0.5	0.5
	8						Cold nuts (12%)		

They use a combination of spear thrusts and body slams while swimming. Since it's difficult to dodge when they slam you from different directions simultaneously, when multiple of them appear, first use dodging to lure Azura into one place. Then, use Dur or Degasser to take them all out at once.

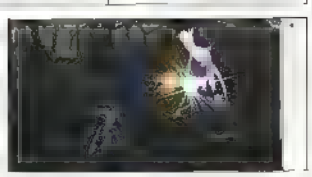
Offensive explanation

	18					
	7 +2					

Karma appearance conditions		Effect
Karma 1		Absorb 5 Azura IDs
Karma 2	free 1	Absorb 10 Azura IDs
Karma 3	from the beginning	Use 5 cold berries.
Karma 4	3 released	Defeat 6 Slampins with Azura

	1	--	1
	1	--	1
	1		
	1		

He charges forward, maintaining his spear-thrusting stance. It's a similar attack to Hawk's, but this one is a single hit. However, it has the advantage of being able to attack repeatedly. Attack 1. Its range is narrow, so it's not suitable for melees, but if there is only one enemy, he can attack safely from a distance.



Coucy

Cu Sidhe

Battle commentary	
Main appearance area	The Ancient ... spiky dandelion ... Waves ... the Forgotten ... Underwater Palace ... the Swamp of Oblivion ...
Appearance probability	usually
HP	110
	—
	48
	80
Attack power	ice 1 25
	0 83 —
	1
	—
Attribute	Lightning
	Water 0.5 0.5 0.25
	Deep
	0.5
EXP earned	10
	Green powder 15%

At close range, it fires projectiles with the "charm" attribute in all directions, and at long range, it drops ice chunks on Eren's head. The ice chunks are difficult to dodge during a chaotic battle, so if it appears at the same time as other enemies, prioritize defeating the Cu Sidhe. Lock on and attack it from medium range with the Drakey.

Attack explanation

	Normal type
	—
	35
	70 +25

Karma appearance conditions	release conditions	effect
karma 1	Use one purple liquid.	
karma 2 free 1	Use 5 yellow powders.	
Karma 3 1 released	Absorb 3 Cooshee IDs	
karma 4 free 3	Absorb 5 Cooshee IDs	

Attack range	Specific and Middle specific ranges		
Middle or Far distance		1	1
—	—	—	—	
—			

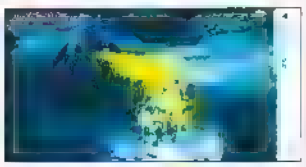
This attack unleashes a seductive attack forward. Its appeal lies in its short recovery time before attacking and wide attack range, making it effective when used against groups of enemies like Azura and Brollahan. However, it consumes a considerable amount of MC initially so it is advisable to release Karma to reduce the MC cost.

Drakei

Dracae

Battle commentary	
Main appearance area	...
Appearance probability	usually
HP	150
	60 or less
	48
	80
Attack power	- 1
	Jump out —
	1
	Breath attack 0.1 1
Attribute	Lightning water wind seduction steep
	0.5 0.5 0.25 0.5 0 0 0 0.5 0.5
EXP earned	22
	Green powder 15%

Initially, it's underground, with part of its back exposed above ground. When Heeren makes contact or attacks it, it will reveal its entire body and spray sticky fluid. Use Hawk or similar to lure it to the surface, then attack it from the side with Ga-Bo. Once Drakey falls over, you can continue your attack.



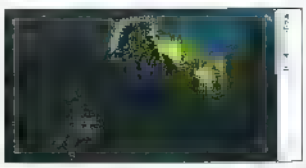
Attack explanation

	Normal type
	—
	25 +30
	60 +30

karma		effect
Karma 1 from the beginning	Use one light blue liquid	
Karma 2 Release free 1	Use 10 yellow powders.	
karma 3 free 1	Absorb 10 Drakey IDs	
karma 4 free 3	Use 10 green powders	

Attack range	Specific and Middle specific ranges		
Middle or Far distance	—	1	1
—	—		
—			

It shoots sticky liquid forward. Since it won't hit enemies in close range to Eren, the key is to use it from a slight distance. Initially, it consumes a bit of MC, but its advantage is that it can attack quickly. You should definitely unlock Karma to improve the MC consumption and range of the effect.



Underwater City

090

035

hobbledy

Hobbledy

lightning attribute | Recommended level ★☆☆

omba commentary

	usually
HP	130
	55 or less
	Temptation ↓ → Status Ailment
	—
	—
	—

	48
	25

Attack method		attribute HP coefficient		
			0.625	1
	Straight	line lightning 0.625		1
	—	—	—	—
	—	—	—	—

None	lightning	water	wind		sleep	adhesive	cutting	
0.5	0.25	1	0.5	1	0	0	0.5	0.5

	22	Item	Pulsating nuts (15%)

It shoots lightning from its tail. The lightning tracks Eren, making it difficult to dodge by moving left or right. Attack it with Bullseye or Gargantua from a distance where the lightning can't reach you. Fortunately, Hobbledee itself is slow, so if you lock on and shoot, it's almost impossible for it to dodge.

ause ... explanation

	Reservoir type
	... attack
	—
	25→33
	35→43
	20→15

Karma appearance conditions		effect
Karma 1: Start by using 5 warm nuts		
karma 2	free 1	Defeat 5 Answerers in Hobbledee	
karma 3	free 2	Use 10 warm nuts.	
karma 4		Absorb 8 Hobbledee IDs	Reservoir stage

attack name	HP coefficient	attribute coefficient	
	0.34	0.34	3
	0.4	0.34	3
Electric Charge 2 (Karma 4)	0.65	0.34	3
—		—	

This attack unleashes an electric shock forward, and the length of the shock increases as power is charged. While charging, it's also possible to change the direction of the attack in conjunction with Eren's movements. However, the direction cannot be changed after the electric shock is released, so aim carefully before firing.

Fraquinas

Fraxinus

cutting attribute | ★★★

Combat commentary

	balance 60 seconds
HP	220
	60 or less
	—
	—
	—

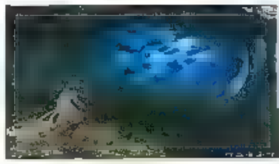
	48

Attack method		attribute HP coefficient		
	Slashing	cutting	1	—
		cutting	1	—
	dash attack	cutting	1.25	—
	pounce on	cutting	1	—

			wind		sleep	adhesive	cutting	destruction
0.5	0.5	0.5	0.5	0	0	1	0.5	0.5

	80	Item	Cold nuts (15%)

Its long-range dash attack and vacuum blade are powerful. Since both only fly straight ahead, you should be able to dodge them by constantly moving left and right while locked on. If you use Ambush to place a mine at this time, Flakinas will approach you and you can damage it.



▼Dash attack

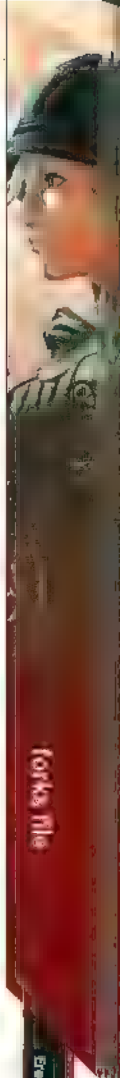
ause ... explanation

	Normal type
	... attack
	—
	30→38
	35→43
	25→20

Karma appearance conditions		release condition	effect
Karma 1: From the start, absorb one Flakinas ID			
karma 2		Defeat 10 Fawkes in Flakinas.	Increases both attack power by
karma 3	free 2	Defeat 3 Ogma with Flakinas	
karma 4	free 3	Use 3 golden ores.	Increases both attack power by 2

attack name	HP coefficient	attribute coefficient	
	0.25	0.25	4
		—	—
		—	
—			

When used, it launches a massive vacuum blade straight ahead. It has the advantage of having an extremely long range and the ability to penetrate enemies. However, its horizontal attack range is narrow, making it easy for small or fast-moving enemies to dodge. The trick is to use it when the enemy is momentarily immobilized, such as when they miss an attack.



folks file

Eren's Arc: Underwater City

Askidia

Ascidia

barrier attribute ★★★

							48		
							80		
	210								
	55 or less								
	—				Attack	sticky gum	Adhesion 0.1		2
	—					backlash attack	None 0.66		
						—	—	—	—
	item	thunder water	wind	seduction sleep	adhesive	cutting			
	0.5	0	0	0	0	0	0	0.5	0.5
	22						Green ore (15%)		

It moves slowly and attacks with recoil attacks and sticky gum. To get a red ID, reduce its HP by about 50 to make it limp, then reduce its HP to 55 or less. Even after it limps, its HP will fully recover after a certain amount of time, so attack it quickly with Pook or similar.

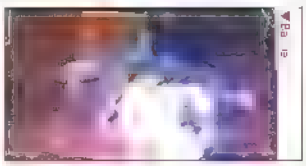
Collective explanation

	Normal type			
	barrier			
	—			
	50 ↔40			

Karma appearance conditions		effect
Karma from the beginning	Use 5 green powders	
Karma 2 released	Use 5 purple powders	
Karma 3 linked	Absorb 5 IDs of Askidia	
—	—	

—			
—			
	—	—	—

It creates a barrier for about 10 seconds, reducing incoming damage. Unlike the guarding Fawkes, it doesn't completely block damage, but you can still move and attack while using it. Also, you don't need to time your attacks with enemy attacks, making it recommended for people who are not good at guarding.



Alraune

Alraune

cutting attribute ★★☆

							48		
							25		
	130								
	55 or less				Attack	Attack name	Attack HP coefficient	Attribute coefficient	
	Stick now ○ = Status Ailment					rotating slash	Cutting 0.625		—
	—					scattering pollen	None	0.2	1
						cut off	cutting	0.625	—
						—	cutting	0.625	—
	item				seduction sleep	adhesive	cutting		
	0.5	0.5	0.5	0.5	0	0	1	0.5	0.5
	22						Warm nuts (15%,		

If you try to engage in close combat, it will counterattack by spinning its arms. It can be easily afflicted with a status ailment using sticky attacks, so it's best to immobilize it with a Drakey beforehand before attacking. Alternatively, you can attack it with a Banghest from a position where its arms cannot reach you.

Collective explanation

	Reset conditions			
	Medium range/range attack			
	25 ↔30			
	35 ↔40			
	30 ↔15			

Karma appearance conditions		effect
Karma from the beginning	Defeat 10 Araunes in Alraune	
Karma 2 released	Defeat 5 Azura with Araune	
Karma 3 2 released	Defeat 5 Fawkes with Alraune	
Karma 4 3 released	Use 5 green powders.	

Attack name			
rotating slash	0.3	0.3	3
Spinning Charge 1	0.35	0.3	4
			—

It spins around, swinging its arms and charging forward. While slow, it can attack a wide area and has a relatively long range. If used after locking onto an enemy, it can hit multiple times and inflict significant damage. However, there's a slight delay before the attack, so it's best to use it from a certain distance from the enemy.

peg poller

Peg Powler

★★★

Combat commentary

Timing	70 seconds
	190
	60 or less
	0.5 / 0.75
	35

	48
	—

Attack name			
bite		1	
breath	water 1.75		
		—	—

				wind		sleep			
0.5	0.75	0	0.5	1	0	[illegible]	0.5	0.5	

Item: Yellow powder 15%

Standing directly in front of it will make you a target for its breath attacks and bites. Keep some distance and move from side to side to dodge these attacks. Then, counterattack when the enemy misses. Alternatively, you can use attacks with the seductive attribute such as those of Cu Sith, to stop its movement before fighting it.

▼Bite

Fawkes explanation

	Normal type
	35→45
	43→53
	30→25

Karma		Release condition	Effect
Karma 1	from the beginning	Defeat 10 Fawkes with the Peg Bowler	
Karma 2 1 released		Defeat 5 Mabinogion with Peg Bowler	
Karma 3 2 released		Use 10 cold nuts	
Karma 4 linked		Absorb 5 Peg Pole IDs	

Attack name			
breath	1	1	1
		—	
—			—
	—		

This attack involves firing a breath attack straight ahead. Its attack range is wider than it appears, allowing it to hit enemies even if they are slightly to the left or right. Eren can still move while controlling the Fawkes, and can be combined with other Fawkes that have area-of-effect attacks to wipe out hordes of enemies.

▼Breath

Malabarik

Malabaricus

★☆☆

Combat commentary

Appearance	60 seconds
	400
	85 or less
	—
	0.5
	100

	48

Attack name			
bite	None	1	—
ramming		0.66	
straight missile		0.833	—
homing missile	None	0.2	—

	lightning	water	wind	temptation	sleep	adhesive	cutting	
0.5	0.5	0.25	0.5	0	0	0	0.5	0.5

Item: Yellow powder 15%

Attacks like ramming and missiles are all very fast, making them difficult to dodge after seeing them. Keep moving left and right while locked on to avoid them. When Malabarik misses its ramming attack three times and becomes disoriented, or immediately after it runs out of missiles, counterattack with Ga-Bo or similar weapons.

▼Homing Missile

Fawkes explanation

	Reserve value
	40→45
	40→30

Karma		Release condition	Effect
Karma 1		Defeat 15 Fawkes in Malabarik	
Karma 2 1 released		Use 5 green quartz	
Karma 3 2 released		Absorb 3 Malabarik IDs	Charge stage +1
Karma 4 3 released		Defeat 15 Bogarts in Malabarik	

Attack name			
Homing Missile	0.35	—	3
Homing Missile Charge 1	0.35		5
Homing Missile Charge	[illegible]		7
—		—	—

It fires numerous homing missiles forward. By holding down the button to charge up power, the number of missiles fired increases, allowing you to inflict massive damage. The damage is concentrated on a single target, and the explosion radius is narrow, making it unsuitable for chaotic battles, but it is extremely powerful in one-on-one combat.

▼Homing Missile

forks file

Ebbs Are Underwater City

slam pin

Thrumpin

Non-attribute

Combat comments

Enemy appearance	Eternal Recurrence BCEF P.037~P.038
Quality	Usual
HP	90
Defeat conditions	—
Attack method	Tail sweep: Slash 0.5
	Front kick: None
	Body attack: None 0.75
Resistance	No lightning water acid seduction sleep adhesive cutting 0.5 0.5 0.5 0.5 0 0 1 0.5 0.5
Experience	10
Drop	Green powder 15%

They will chase after Eden, delivering frontal kicks. Since they appear in groups, lure them into a dense formation and then take them all down with wide-area attacks like Dur. They will occasionally guard, but they rarely counterattack immediately after guarding, so you can continue attacking.

Front kick

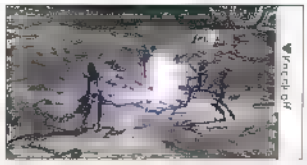
Explanation

Type	Normal type
Attack range	Mid-range/area attack
Damage	25 +35
Stagger	—
Guard	10 +2

Karma Appearance conditions	Effect conditions	Effect
Karma 1 / free 1	Absorb 5 Slampin IDs	Effect power increases
Karma 2 / free 1	Use 5 purple powders	Consumption MC increases
Karma 3 / free 2	Use 5 Pulsating Berries	Consumption MC increases
Karma 4 / free 3	Absorb 10 Slampin IDs	Effect power increases

Attack type	HP recovery	Attribute gauge recovery	Stagger
Knock it down	1	—	1
—	—	—	—

This is a non-elemental attack that knocks enemies down from a medium range. It has low HP and attack power, so it won't deal much damage on its own. If you hit humanoid enemies like Ludak or Bogart with this attack, you can knock them down, so use this as a starting point to follow up with attacks from Pook or Ludak.



Knock it down

Luduc

Luideag

Non-attribute

Combat comments

Enemy appearance	Eternal Recurrence Penalty Area 3 (P.039)
Quality	Usual
HP	200
Defeat conditions	60 or less
Attack method	Scratching: Slash 1 jump slash: Slash 1 big jump slash: None 0.62 one-stance slash: None 0.78
Resistance	No lightning water acid seduction sleep adhesive cutting 0.5 0.5 0.5 0.5 0 1 0 0.5 0.5
Experience	27
Drop	Green ore 15%

When you get close, it will jump backward to create distance. Therefore, it's best to use a long-range weapon like Hawk or a Cait Sith to put it to sleep before attacking. If the battle drags on, it may summon Brolahan, so if it appears at the same time as other enemies, prioritize defeating it.

Cast Brolahan

Explanation

Type	Reset with type
Attack range	Mid-range/area attack
Damage	40 +50
Stagger	—
Guard	20 +15

Karma appearance conditions	Effect conditions	Effect
Karma 1 / free 1	Absorb 3 of Rudak's IDs	Charge stage +1
Karma 1 / free 1	Defeat 10 Brolahan in Rudak	Effect power increases
Karma 3 / free 2	Defeat two Ludaks in Ludak	Effect power increases
Karma 4 linked	Defeat one Moralta/Vega talon in Rudak	Consumption MC increases

Attack type	HP recovery	Attribute gauge recovery	Stagger
Slash	1	—	1
Slash (charged)	1.5		1
Charge Slash 2 (Karma 1)	2		1
	—	—	—

By holding down the button to charge up power, you can increase the strength of your attack. While charging, you become vulnerable, making it difficult to use in chaotic battles, but it's effective in one-on-one combat. Use it from a distance or when the enemy misses an attack, taking precautions to avoid counterattacks.

Charge Slash 2

gerbera

Garbera

Combat comments	Eternal recurrence penalty areas 1 and 3 P.038							
Movement	usually						51	
HP	120							
Resistances	45 or less							
Attacks							Attack power	Attack direction
						wind	0.98	
						wind	0.98	
Weaknesses	wind							
	0.5	0.5	0.5	0.5	0	0	0	0.5	0.5
Drops	25						Yellow powder 16%	

It repeatedly warps while firing small wind projectiles and tornadoes. Both projectiles are slow and there's about a 3-second delay between their appearance and actual arrival, so you should be able to dodge them by quickly moving left or right. After dodging these, attack quickly before Gerbera warps again.

Combat explanation

Normal type	
Maximum simultaneous appearances	
Experience points	20 +25
Gold	40 +45
Karma points	25 +15

Karma	Karma appearance conditions	release conditions	effect
karma 1	free beginning	Defeat 5 Fawkes with Gerbera	Consumption MC increase
karma 2	free 1	Defeat 10 Uluters with Gerbera	
Karma 3 2 released		Use 5 warm nuts.	
Karma 4 linked		Absorb 5 Gerbera IDs	Effect combination results

Attacks	Attack name	If multiple attacks are used in succession		
		1	1	2
		—	—	—
			—	—

It generates four tornadoes around itself. The area of effect is very wide, and each tornado hits twice. If used in a chaotic battle, it will be able to defeat attacking enemies one after another. It's also an excellent means of attacking flying enemies such as Uluter and Muscari.

Brorahan

Brollachan

Combat comments	Eternal recurrence penalty areas 1 and 3 P.038								
Movement	usually						51		
HP	95								
Resistances	55 or less								
Attacks							Attack power	Attack direction	
						jump slash	None 0.55	—	
						big jump slash	None 0.47	—	
						low stance slash	None 0.62	—	
						—	—	—	
Weaknesses	fire	lightning	water	wind	seduction	sleep	attack	sting	adhesive
	0.5	0.5	0.5	0.5	1	0	0	0.5	0.5
Drops	10						Green ore 12%)		

While its attacks are primarily close-range, it can also launch a powerful jumping slash from a distance, so don't let your guard down even if you're far away. However, the jumping slash has a narrow attack range and can be easily dodged by moving to the left or right. It's best to counterattack when it misses.

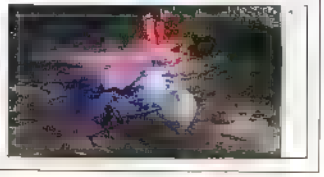
Combat explanation

Maximum simultaneous appearances	
Attacks	Close-range continuous attack
Experience points	Long-distance slash
Gold	2 4 24 29
Karma points	
	4→2

Karma	Karma appearance conditions	release conditions	effect
karma 1	free beginning	Absorb 5 Brolahan IDs	Consecutive slot count +1
karma 2	free 1	Absorb 10 Brolahan IDs	Consecutive use count +1
karma 3	free beginning	Defeat 15 Fawkes in Brolahan.	Consumption MC increase
Karma 4 3 released		Defeat 5 Siampins in Brolahan.	Attack power increase

Attacks	Attack name	HP	Karma consumption	Attack power	Attack count
	1 stage of consecutive attacks	1	—	1	
	Karma-activated slash	0.5	—	2	
	Consecutive attack 3rd stage (Karma 1) 0.5		—	2	
	Fourth stage of consecutive attacks (Karma 2) 0.33		—	3	

By unleashing Karma, you can perform up to four consecutive attacks. While its range is short and its HP attack power isn't particularly high, its strength lies in the fact that it can hit up to eight times after Karma is unleashed. When used at close range, all hits of the consecutive attack can connect, dealing considerable damage.



Mabinogion

Mabinogion

Battle commentary

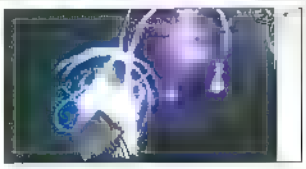
Main spawn area	The Land of Eternal Return P.038 · The Tower of Brahma P.0[illegible]
Stats	51 / 25
HP	120
Weak points	Lightning 37 / 2
Resistances	Destruction 0.98
Drops	Purple powder (15%)

Lightning	Water	Wind	Sleep				
0.5	0.5	0.75	0.5	0	0	0	0.5	0.5

Wed 20 IDs appear

12

It flies overhead, dropping lightning bolts in all directions. Touching these will electrocute you, so don't approach it carelessly. Lock on to it, aim, and attack from a distance with the Peg Power. This will make its red ID appear in one hit.



Recommended combination

Type	Normal type
Melee / Long-range / Ranged attack	—
Stun	1
Damage	25 ~30
Critical	40 ~45
Experience	30

Karma appearance conditions		Release conditions	Effect
Karma 1	from the beginning	Absorb 5 Mabinogion IDs	
Karma 2	free 1	Absorb 10 Mabinogion IDs	
Karma 3	from the beginning	Use 5 purple powders	
Karma 4	3 released	Defeat 5 Henkies in the Mabinogion	

Attack name	Karma 1	Karma 2	Karma 3
	1	1	2
	1	1	3
	1	1	4

It stays in the air and generates lightning for a short time. It's effective against enemies that come straight towards Ellen, such as Jluter from the Underworld. However, in its initial state it only generates two bolts of lightning, so the attack range is somewhat narrow. If you want to use it in actual combat, you should release Karma to increase it to four bolts.

Hebetrot

Habetrot

Battle commentary

Main spawn area	Eternal Recurrence BCDEFG (P.0837–P.038)
Stats	Stop & Go 75 seconds / 51 / 80
HP	250
Weak points	None 0.62
Resistances	Sleep rays: sleep 1
Drops	Warm mitts (15%)

No lightning	Water	Wind	Sleep				
0.25	0.25	0.25	0.75	1	0	0	0.25	0.25

120

It will create clones every time it takes a certain amount of damage, eventually becoming eight. Since the clones can be eliminated with one hit, use attacks that prioritize range over attack power, like Bullseye, to eliminate them quickly. Then, when only the main body remains, use Pook to continuously attack it.

Recommended combination

Type	Normal type
Melee / Long-range / Ranged attack	—
Stun	—
Damage	30 ~45
Critical	50 ~40
Experience	—

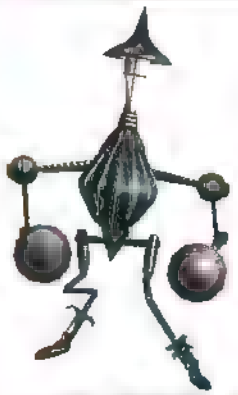
Karma appearance conditions		Release conditions	Effect
Karma 1	from the beginning	Use 1 purple stone	
Karma 2	Use 5 green crystals from the start		
Karma 3	2 released	Use 5 green powders	
Karma 4	3 released	Absorb 3 Hebetrot IDs	

Attack name	Karma 1	Karma 2
Sleeping rays	—	1	1
		—	—
	—	—	

It emits a sleep ray in all directions, putting any enemy hit to sleep. It has a short recovery time before attacking and a wide area of effect, even hitting airborne enemies. It's an incredibly powerful weapon against enemies susceptible to sleep, so be sure to actively unleash its karma to strengthen it.

humpty

Humpty



Battle commentary

	usually		51
HP	200		20
	45 or less		

	lightning	water	wind		sleep	adhesive	cutting	destruction
	0.5	0	0.5	0.5	0	0	0	0.5	0.5

	ab	Lightning 0.75	0.5
	straight	Lightning 1.17	0.75
	hook	Lightning 0.78	0.75

	28		Purple powder 5%

Initially, it doesn't move at all, but if you hit it with a lightning element attack, it will activate and start throwing straight punches and jabs. These attacks have a short range, but they are troublesome because it is delivered while moving quickly. Use a Forks-like Pook, which has little recovery time before attacking, to finish it off quickly.

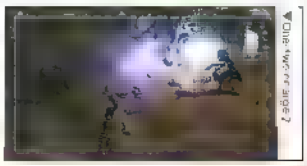
Karma explanation

	Reservoir Type
	30 +40
	40 +50
	25 +15

Karma appearance conditions			effect
karma 1	from the beginning	Absorb 5 Humpty IDs	Charge stage +1
Karma 2 released		Defeat 3 Behrwinds in Humpty	
karma 3	free 2	Defeat 5 Behrwinds in Humpty	
Karma 4 3 released		Use 5 green powders	

Attack Data				
	one two	0.5	0.5	2
	One-two storage 1	0.5	0.5	3
	One-two charge 2 (karma 1)	0.5	0.5	4

He charges forward while charged with electricity and delivers a one-two punch. If used after charging up, the number of hits increases and it gains homing capabilities, allowing him to knock down multiple enemies one after another. It is effective when used against groups of enemies such as Slampin and Brolahar.



Scriker

Skriker

Battle commentary

	usually		51
HP	80		20
	Wed 10 Ds appear		

	No lightning	water	wind		sleep	adhesive	cutting	Destructo
	0.5	0.75	0.75	0.5	0	0	0	0.5	0.5

		Destruction 1.5		—
	rush	Lightning 0.1		3
		—	—	—

	15	Warm nuts (15%)

If you get hit by its charged attack, you'll be electrocuted. The charge is fast, but it only comes in a straight line, so you should be able to dodge it by moving left or right at the right time. There will be an opening after you dodge, so attack with Peg Pole during that time.

Karma explanation

	Normal type
	Ranged/Charge Attack
	30
	35
	40

	Karma 1 from the beginning	Absorb 5 Scryker IDs	
	Karma 2 1 released	Absorb 10 Scryker IDs	
	Karma 3 2 released	Defeat 15 Fawkes with the Scryker	
	Karma 4 linked	Use two purple stones	

Attack data			
		1	1	1
		0.55	0.55	2
		0.4	0.4	3
		0.35	0.35	4

It automatically attacks the nearest enemy and self-destructs upon hitting it. Although it cannot be fired repeatedly, the short recovery time before and after the attack and its ability to attack from a distance make it easy to use. By releasing Karma and increasing the number of units that can be summoned simultaneously, it can be effective even in battles against tough enemies such as gladiolus and agapanthus.

Answerer

Answerer

guarding attribute ★★★

Combat comments

Map	Eternal Recurrence Penalty Area 2 & 3 (P.038) Brahma's Tower CDGH (P.040)
Stun	51
HP	170
Defense	60 or less
Attack name	Attribute / Damage
Cut DH	Cutting 0.62
Cut	Cutting 0.62
Cut	Cutting 0.62

None	lightning	water	wind		sleep	stone	cutting	
0.5	0.75	0.5	0.5	0	0	1	0	0.5

Soul: 36 — Item: Yellow powder (15%)

The spinning slash has a wide attack range and can hit even if you're behind Ansara, so it's not wise to engage in close combat. Avoid getting too close unnecessarily, and try to land Ga-Bo's attacks from a distance, just barely making contact. This will allow you to inflict damage while also stunning him.

Defensive appearance

Long press type	—
Guard duration	20 +22
	22 +24
	7 +2

Normal guard	0.5	0.5	2
Counter attack	0.5	0.5	2
Continuous attack 3rd stage (Karma 3)	0.33	0.33	3
Super state of counter attack (Karma 4)	0.25	0.25	4

Karma appearance conditions	Beast transform	effect
Karma from the beginning	Absorb 3 Ansara IDs	
Karma 2 released	Absorb 5 Ansara IDs	
karma 3	Defeat 10 Fawkes in Answerer	
Karma 4 free 3	Defeat 3 Barghests with Answerer	

A close-range attack that slashes straight ahead. It's the only continuous attack among the slashing-attribute Fawkes, and when Karma is unleashed it can be performed in up to four hits. Its low MC cost and ease of repeated use are also strengths. Use it against tough enemies that are vulnerable to slashing attacks, such as Spriggans and Bergamots.

spriggan

Spriggan

guard attribute ★★☆

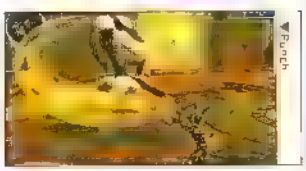
Combat comments

Map	The Tower of Brahma (P.040)
Stun	Stop & Go (56 seconds) 51
HP	190
Defense	60 or less
Attack name	Attribute / Damage
Punch	Destruction 1.25
swing down	Destruction 1.56

none	lightning	water	wind		sleep	stone	cutting	
0.25	0	0	0.5	0	0	0	0.5	0.5

Soul: 35 — Item: Green quartz (4%)

It puts up a barrier while moving, making it invulnerable to attacks. First, approach it to make it stop and deactivate the barrier. Once it stops, it will attack, so dodge its attacks and then counterattack with an Answerer or similar. Note that its punch is a two-hit attack, so don't let your guard down even if you dodge the first hit.



Defensive appearance

Long press type	—
Guard duration	30 +20

Normal guard	—		—
Counter attack			
Continuous attack 3rd stage (Karma 3)	—		
Super state of counter attack (Karma 4)			

Karma appearance conditions	Beast transform	effect
Karma from the beginning	Absorb 5 Spriggan IDs	
Karma 2 free 1	Use 5 golden ores	
Karma 3 2 released	Use 3 yellow stones	
—	—	

While holding down the button, you can guard against enemy attacks. It can cover all directions and block attacks multiple times, but it consumes more MC than Killmoon or Patriot, which have the same guarding attribute. It is important to use it at the right time, just before the enemy attacks.

candela

Candela

Battle commentary

Appearance conditions	Eternal Return: Country of Evil — Appears when all types of forks in the immediately previous other than Candela have been absorbed
Experience points	Base: 150 seconds — 51
HP	240 — 25
Resistance	45 or less
Weakness	—
Invalidation	—
Ailments	Poison — Attack power: 4
Attacks	Ash — Lightning 0.75 0.5
	Straight — Lightning 1.17 0.75
	Hook — Lightning 0.78 0.75

None	lightning	water	wind	temptation	sleep	adhesive	Cutting	Resistance
0.5	0	0.75	0.5	0	0	0	0.5	0.5

Basic Variation	28
Item	Purple dove

It doesn't move at first, but it will start moving, and you can damage it if you hit it with a lightning-element attack. Even after it starts moving, be careful because if you don't hit it with a lightning-element attack, it will self-destruct and you won't be able to absorb its ID. Mix in Ga-Bo's attacks appropriately between consecutive attacks from Pook and others.

Individual explanation

Operation type	Normal type
Range	range unlock
	25 →50
	35 →60
	45 →30

Karma appearance conditions	release conditions	effect
Karma at the beginning	Defeat 10 Fawkes in Candela	Accumulation decreases
Karma 2 released	Defeat 15 Fawkes in Candela	Duplication Number increases
Karma 3 2 released	Defeat 10 Cussi in Candela	Both attack powers increase by
Karma 4 linked	Use 5 green powders	Accumulation increases

Attack name	Impact	Impact	Impact
	0.4	0.4	4
—	—	—	—

This attack discharges electricity in all directions, boasting the widest attack range among all lightning-element attacks, making it extremely effective against enemies like Chute from the Underworld and Enigma from the Village of Immorality. However, there is a significant delay between summoning the minion and the discharge, so it is essential to use it before the enemy gets close.

boggart

Boggart

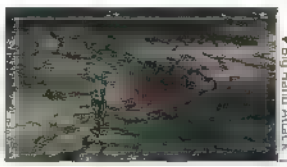
Battle commentary

Appearance conditions	The raging mountains P.043
Experience points	Base: — 53
HP	90
Resistance	60 or less
Invalidation	—
Ailments	Poison, Status Ailment — —
Attacks	quad chop — None 0.5
	big hand attack — None 0.75
	Sleep, Status Ailment — — —
	Transformation, Status Ailment — — —

	lightning	water	wind	seduction	sleep	adhesive	cutting		
0.5	0.5	0.5	0.5	1	1	1	0.5	0.5	

Basic Variation	12
Item	Purple powder 12%

It attacks with punches while moving as if dancing. Its movements are slow, but it can jump backward to create distance, making it easy to dodge attacks. Use long-range attacks such as Hawk or Bullseye. Also, if you attack it with a cutting attack, you can cut off its head and reveal its ID.



Individual explanation

Operation type	Continuous hit type
Range	range continuous use
	continuous use 4
	28
	8 →3

Karma	Release conditions	Effect
Karma from the beginning	Absorb 5 Bogart IDs	Duplication Number increases
Karma 2 released	Absorb 10 Bogart IDs	Consecutive use count
Karma 3 from the beginning	Defeat 5 Fawkes in Bogart.	Consumption MCS decreases
Karma 4 3 released	Defeat 10 Fawkes in Bogart	Upper limit

Attack name	Impact	Impact	Impact
	1	—	
	1		1
	1	—	1
	1	—	1

When controlled, it delivers a one-two punch straight ahead. Releasing Karma adds a jumping uppercut and a downward swing, resulting in a maximum of four consecutive attacks. Compared to Pook, its attack speed and range are slightly inferior, but Bogart's single blows are more powerful.

Koburanai

Coblynau

HP	110
	60 or less
	—
	—
	53
	20
	None 1 32
	2

		ghtning wa			seduct on sleep				
	0.5	0.5	0.5	0.5	0	0	0	0.5	0.5

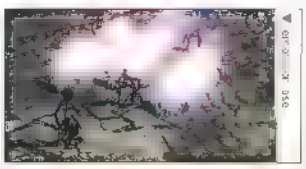
	40
	Golden ore 100%

n bally, it's buried underground, but attacking the flower that s stick ng out of the ground will cause it to emerge and rampage. S nce t moves quickly use weapons that can attack a wide area, such as Dur or Gerbera, to counter it. After a while, when it burrows back underground, simply attack the flower aga n to make it reappea

	Normal ype		
	Medium range ange attack		
	40 +50		
	60 +50		
Karma appearance conditions	release conditions	effect	
Karma from the beginning	use 5 Pu sating Berries		
Karma 2 1 released	Use 5 purple powders		
Karma 2 from the beginning	Absorbs two Cobra Knight IDs.		
Karma 4 3 released	Absorb 3 Cobra Knight IDs		

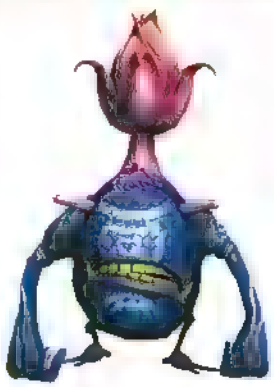
Temptation ance	—	1	1
—	—	—	—

Re normal a wide area attack in ion of the user, the inflicts the seduction attribute MC for While the number of summoned creatures is somewhat large, they excel in attack speed, range, and duration, making them highly effective in chaotic battles against Bogarts and Lyneaks. Unleashing their Karma increases the number of creatures they can summon and expands their range, so it's definitely worth upgrading them.



Mandragora

Mandragora



	53
HP	110
	60 or less
	—
	—
	jump attack
	None 0 94

		ghtning	water	wind	temptation	sleep			
	0.5	0.5	0.5	0.5	0	0	0	0.5	0.5

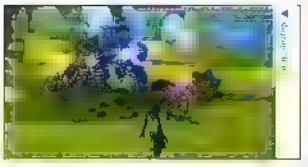
	12

Sim ar to the Cobra Na attacking the flowers wi cause them to emerge from the ground. These are buried in groups, and if even one emerges from the surface, the others will appear as wel. Targeting them individua y makes you vulnerable to attacks from blind spots, so use the Gerbera which can attack a wide area, to intercept them all at once.

	Normal ype		
	Medium range ash attack		
	35 +45		
	10		
Karma		release conditions	effect
Karma from the beginning		Absorb 3 Mandragora IDs	
Karma 2 1 released		Absorb 5 Mandragora IDs	
karma 3	free 2	Defeat 10 Fawkes with Mandragora	
karma 4		Use 5 warm nuts.	

Aligned lunge	0.5		2
Line up charge (Karma 1)	0.3		2
Pointed Charge (Karma 2)*	0.25	—	2
Pointed Charge (Karma 3)*	0.2		2

t performs a charge attack straight ahead. The charge distance is short, but by releasing karma and increasing the number of summoned creatures simultaneously the attack range to the eft and right expands, making t easier to hit enemies s HP, attack power, MC consumption, and attack speed are also excellent, and if upgraded, it should be able to serve as a main force until the late game.



Farhan

Fachan

Combat commentary

HP	120								
	60 or less								
	Sleep 5	Status Ailment							
	Critical Status Ailment								
	—								
	—								
Attack method									
	two handed punch	None	0.75	+					
	bite			—					
	jump attack	None	0.75	—					
	two handed punch	None	0.75	—					
	Time	ghting wate	Wind	sebuff or sleep					
	0.5	0	0	0	1	1	0	0	0
	18						Warm nuts (15%)		

53

It attacks by jumping forward or swinging its fists from side to side. Since it's slow to change direction, quickly get behind it and unleash a series of attacks to defeat it. Alternatively, you can keep your distance and use Hebetrot to put it to sleep before attacking.

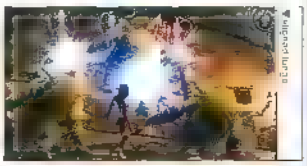
Cause of Explanation

	Normal Type
	Medium range rush attack
	—
	35
	—
	25 +15

Karma	Karma appearance conditions		effect
	Karma from the beginning	Absorb 3 Fahan Ds	
	Karma 2 freed	Absorb 5 Fahan Ds	
	Karma 3 2 released	Defeat 10 Fawkes in Fahan	
	Karma 4	Use 5 yellow powders.	

Attack data	Attack name	HP coefficient	attribute coefficient	hit
	Aligned lunge	0.4	—	1
	—	—	—	—

It attacks by charging forward. Its movement and attack range are similar to Mandragora, but while it only hits each enemy once, it has the advantage of being larger and easier to hit enemies with. It is recommended to use it immediately after using Mandragora to launch a wave attack.



fomorian

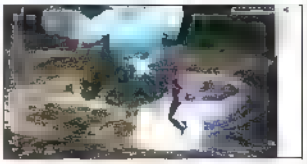
Fomoire

Combat commentary

HP	400								
	70 or less								
	—								
Attack method									
	bite				1				
					Earth 1.32				
	swing				1.32				
	punch				Destruction 0.68				
					1.13				
		ghting wate	wind		sleep				
	0.25	0.25	0.25	0.25	0.5	0	0	0.25	0.5
	120						Warm nuts (15%)		

53

Since its punches and earthquakes are dangerous, avoid close combat and attack from a distance with a hawk or similar weapon. After fighting for a while, it may summon Urutei and Urbul. When that happens, temporarily suspend your attack on the Fomorians and take care of Urutei and Urbul first.



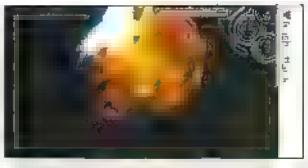
Cause of Explanation

	Normal Type
	Medium range rush attack
	—
	40 +45
	45 +50
	70

Karma	Karma appearance conditions		effect
	Karma from the beginning	Defeat one Fomor with another Fomor	
	Karma 2 released	Defeat 3 gladiolus in Fomor	
	Karma 3 linked	Defeat one Gargantua in Fomor	
		—	

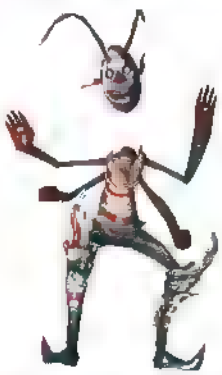
Attack data	Attack name	HP coefficient	attribute coefficient	hit
	ush attack	1	1	1
			—	—
	—			

This attack involves a forward charge, boasting high HP and elemental attack power, and excellent attack speed. Furthermore, it can attack from a distance, even hitting enemies in the air. Its single biggest drawback is its high MC consumption. Since it's impossible to use repeatedly, choose your timing wisely.



Rye neck

Wryneck



Non-attribute | Recommended Card ★☆☆

Battle commentary

Attack power	usually							53	
HP	95								
	60 or less								
	Adhesion 5	Status Ailment							
	Sleep 5	Status Ailment							
	Interruption	Status Ailment							
Attack	quad chop	None 0.5							
	big hand attack	None 0.75							
	—	—	—						
			wat	wind temptation	sleep				
	0.5	0.5	0.5	0.5	1	1	1	0	0.5
EXP acquired	14			Item	Purple powder 12%				

It looks very similar to Bogart, but this one is good at somersaults and can sometimes dodge attacks to the side. Attack it with Fawkes that have a wide attack range to the left and right, such as Dur or Barghest. Alternatively, you can jump in close and wipe it out with Gerbera, even if it means taking some damage.

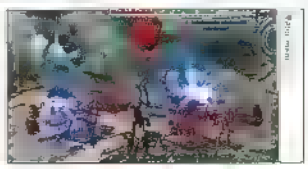
Causative explanation

	Normal type
Attack type	single-target attack
Attack range	40 ~45
Attack power	10

Karma appearance conditions	release conditions	effect
karma 1	from the beginning	Absorb 5 IDs of Lyneck
Karma 2 1 released		Absorb 10 of Lyneck's IDs.
Karma 3 2 released		Absorb 15 IDs of Lyneck
Karma 4 3 released		Defeat 20 Pooks in Lyneck

Attack name	Attack power multiplier	Attack range multiplier	Attack speed multiplier
Aligned attack	1	—	1
Jump-up attack (Karma 1)	0.6	—	1
Formed Attack (Karma 2)*	0.4	—	1
Formed Attack (Karma 3)	0.4	—	1

They line up and launch an all-out attack. Their range is short, but their HP, attack power, and attack speed are considerable. When their karma is unleashed, the number of units that can be summoned simultaneously increases to four, and they can attack in four directions: forward, up, left, and right. It is recommended to summon them immediately after a series of attacks by Pook or Bogart.



behial

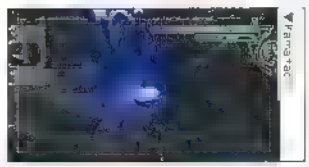
Beithir

Cutting attribute | ★☆☆

Battle commentary

Attack power								63	
HP	160								
	60 or less								
	Sleep 5	Status Ailment							
Attack	karma tachi	Cutting 0.94	—						
	—	Cutting 0.94							
	swing down	—	0.75	—					
	—								
		lightning	water	wind	—	sleep		cutting	
	0.5	0.75	0.5	0.5	0	1	0	0	0.5
EXP acquired	46			Item	Cold nuts 15%)				

At close range, they attack by swinging their blades downwards, and at long range, they attack by shooting wind blades. The golden rule is to avoid attacking them from the front and instead attack from the sides or behind. If multiple of them appear, use Fawkes with high attack speed, such as Pook or Gerbera, to quickly take them down one by one.



Causative explanation

	Normal type
Attack type	long-range attack
	—
Attack range	32 ~37
	40 ~45
	30 ~25

Karma appearance conditions	release conditions	effect
karma 1	from the beginning	use 5 green powders
Karma 2 1 released		use 5 green ores.
karma 3	from the beginning	Absorb 5 Behial IDs
Karma 4 3 released		Forks on Behial

Attack name	Attack power multiplier	Attack range multiplier	Attack speed multiplier
Kamaitachi	0.5	0.5	1
—	—	—	—
—	—	—	—

This attack fires slashing wind blades, and when you unleash your karma, you can fire up to three at once in a fan shape. There's a long delay before you can fire, and the projectiles are somewhat slow, but the range is extremely long. Use it to overwhelm your enemies by firing in rapid succession from a distance where their attacks can't reach you.

begborka

Baogbolc

Stop & Go	45 seconds
HP	160
	45 or less
	—
	—
	53
	20

Attack name	Attribute / affinity	Ambush coefficient
throw a sickle	None	0.94
		0.75
swing down	None	0.75
—		

		Water	Wind	Seduction / Sleep		Hiding	Lifting	
0.5	0	0.75	0.5	0	1	0	0.5	0.5

HP	46
	Purple powder (15%)

In addition to swinging its scythe downwards at close range, it has a variety of attack methods, such as throwing its scythe forward and dropping electric shocks in all directions. The electric shocks, in particular, have a wide attack range and are difficult to dodge once they are unleashed. Quickly get to its side or behind it before it can use this attack and take it down in one go with Pook or Gerbera.

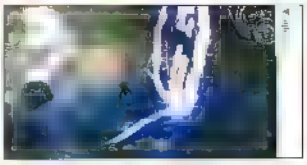
Causative explanation

Normal type	
Medium-range attack	
30	+38
35	+43
50	+45

Karma appearance conditions	release conditions	effect
Karma from the beginning	Absorb 3 Begborka Ds	
Karma 2	free 1	Absorb 5 Begborka Ds	
Karma from the beginning	Defeat 20 Fawkes in Begborka	
Karma 4	free 3	Defeat 10 Hawks in Begborka	

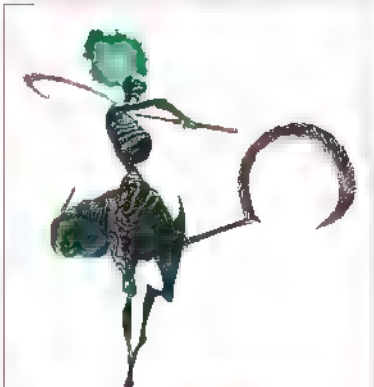
Attack name			
	0.5	0.5	2
	—		

It attacks in all directions with lightning strikes. The attack range and duration are excellent, but it takes time to activate. It's best to summon it in advance before enemies get close. Ellen can move freely while summoning it, so it's even better to use it in combination with other Fawkes.



Beerwind

Baolwind



Beat (15 seconds)	
HP	160
	45 or less
	—
HP attack power	53
	-

Attack name	Attribute / affinity	Ambush coefficient
throw a sickle	Wind 0.94	—
tornado	Wind 0.94	—
swing down	None 0.75	
—	—	—

		Water	Wind	Seduction / Sleep		Hiding	Lifting	
0.5	0.75	0.5	0	0	0	0	0.5	0.5

HP	46
	Green powder (15%)

It attacks by slashing with bladed weapons and generating tornadoes. The tornadoes are slow, but they relentlessly pursue Ellen, so when it appears, stop attacking and focus on dodging. When attacking, get behind it and use Mandragora or Fahan.

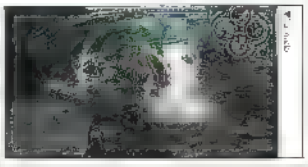
Causative explanation

Normal type	
Medium-range attack	
25	+35
40	+50
30	+20

Karma appearance conditions	release conditions	effect
Karma from the beginning	Absorb 3 of the Belwind Ds	
Karma 2 released	Absorb 5 Belwind Ds	
Karma from the beginning	Defeat 20 Fawkes in Beelwind	
Unlock Karma 4-3 by defeating 15 Brownies in Velwind		

Attack name			
	1	1	1
	—		
—	—		

It launches a massive tornado forward. While slow, its attack range is wide upwards, allowing it to hit enemies flying high in the sky such as Jinter and Ulbul. The drawback is the long delay before activation. Be sure to use it only after creating sufficient distance between yourself and your enemy.



Uruteru

Ulghter

Battle commentary

They fly around in the sky, observing our movements, and occasionally ram us with low-altitude attacks. The ramming attacks are quite fast, and it's difficult to dodge them when they come in groups one after another. However, if you keep attacking with the Gerbera, you can easily intercept any incoming Uruters.

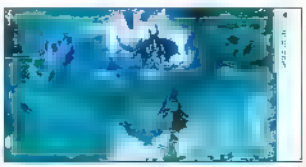
Passive explanation

	Normal type
	25 ~35
	32 ~42
	25 ~15

Karma appearance conditions		effect
Karma 1 from the beginning + Karma 21 released	Absorb 5 Ulute IDs Absorb 10 Ulutel IDs	
Karma 1 from the beginning	use 5 cold berries	
Karma 4 3 released	use 5 cold berries	

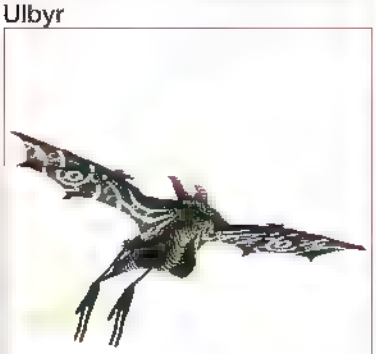
Attack name			
	1	1	1

It fires a single bubble projectile forward. Among water-element attacks, it has particularly fast activation and excellent range. However, it has the drawback of being slow in projectile speed and easily dodged by small, fast enemies. To compensate for this, it is best to lock onto a target and use it from medium range.



Uruburu

Ulbyr



Battle commentary

HP	90							53 80	
								Body hit Wind appears	None 0.75 2
	No lightning	water	wind		sleep				
	0.5	0.5	0.5	1	0	0	0.5	0.5	
	15							Green powder 15%	

Like Urutel, it charges at you, but this enemy can also spit sticky projectiles from above. The sticky projectiles have a narrow range, so you shouldn't be in danger of getting hit if you move around frequently. It's best to defeat it using Gerbera before it can charge at you.

Passive explanation

	Normal type
	30 ~40
	35 ~30

Karma appearance conditions		effect
Karma 1 from the beginning	Absorb three Ulbul IDs	
Karma 21 released + Karma 32 released	Absorb 5 Ulbul IDs use 5 warm nuts	
—	—	—

Attack name			
	—	1	1
	—	—	
—			

It spits out sticky projectiles forward. The sticky projectiles fall to the ground immediately and only reach medium range. However, it has a fast activation time and consumes little MC, making it easy to fire repeatedly. It's useful when fighting enemies that are vulnerable to sticky attacks, such as Bogarts and Lynecks.

Moralta/Vegalta

Moralita/Beagallta

Battle commentary

	53
Stop & Go 150 seconds,	25
HP 300	Jump attack "Big jump attack"
Transformation body turns black Sleep 200 → Status effect + ID appears*	Wind 0.94 / 0.75 / —
	Lightning 1.13 / 0.94 / 1
	Lightning 0.66 / 1.25
	Lightning 0.5a / 1

Thunder	Ice	Wind	Fire	Water	Lightning	Sedation	Confusion	Sleep	Poison	Blinding
0.5	0.5	0.5	0.5	0.5	0.5	0	0.5	0.5		

140	Warm nuts (15%,

The effective attack attribute changes depending on the color of its body. Normally, Cobra Knight has the seduction attribute, but when its body turns black, it's best to attack with Hebetrot, which has the sleep attribute. This enemy's attacks can be easily dodged by repeatedly [illegible] right. Take advantage of the opening when it misses an attack to counterattack.

Causative explanation

	Normal type
	Medium range rush attack
	35 +47
	40 +52
	35 +25

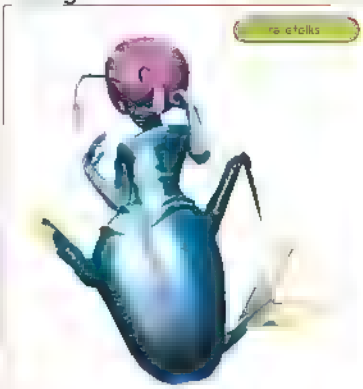
Karma appearance conditions	release conditions	effect
[illegible]	Absorb one Moralta/Vegalta ID.	[illegible]
karma 2	Defeat 10 Brolahan in Moralta/Vegalta.	[illegible]
Karma 3 2 released	Defeat 3 Ludaks in Moralta/Vegalta	[illegible]
Karma 4 inked	Defeat 3 Ma abarik in Moralta/Vegalta	[illegible]

Attack name	HP confusion	sleep	unused	petrify
[illegible]	0.2	0.2	2	
[illegible]	0.8	0.8	1	
—				

This is the only attack method that possesses two attributes. It starts with a wind-attribute spinning slash, followed by a lightning attribute charge. Both attacks are fast, and the charge has a long range. It's perfect for enemies like Behial, where both wind and lightning attacks are effective.

cask

Caesg



Battle commentary

	The raging mountain (P.043) Kyasuku Appears after absorbing all other types of Hell Realm Forks
	Timing (20 seconds,
HP 60	—
	Summersault kick / water 1.13 / —
	water 0.5 / —

No lightning	Ice	Wind	Fire	Water	Seduction	Sleep	Other	Cutting	Petrify
0.5	0.5	0.5	0.5	0	1	0	0.5	0.5	

45	

They appear in groups of three and shoot bubbles. They have an absorption mode, so you'll want to get rid of the two that are getting in the way, but if you defeat even one, the rest will disappear. The trick here is to turn all three's backs at the same time to perform the absorption. Deliberately turn your back to them to lure them into one place, and attack them all at once with Hebetrot.

Causative explanation

	Normal type
	[illegible]
	—
	25
	25 +5

Karma appearance conditions	release conditions	effect
[illegible]	[illegible]	[illegible]
karma a	Use 5 purple powders.	[illegible]
Karma 2 1 released	Use 5 yellow powders	[illegible]
Karma 3 2 released	Use 5 green powders	[illegible]
[illegible]		[illegible]

Attack name	HP confusion	sleep	unused	petrify
Blowing a kiss		1	1	
[illegible]				
—	—	—		
[illegible]		—	—	

By blowing a kiss, she fires a heart-shaped projectile forward, inflicting the charmed status on any enemy hit. Although the projectile is slow, it has a long range and homing ability, making it easy to use against single enemies. Another major advantage is that it consumes little MP, allowing you to immediately summon other Fawkes after activating it.

Terrancera

Telanthera

★★☆

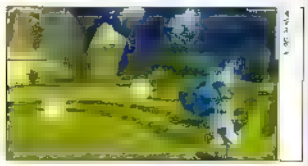
Combat commentary

Amatsugahara CD P049–P050, Sounenkyuuh P051	
Usually	57
HP 120	20
45 or less	None 0.52
—	tornado — Wind 0.7 —
—	— Wind 0.7 —
—	— — —

Fire	Ice	Lightning	Water	Earth	Wind	Sleep	Paralysis	Poison
0.5	0.5	0.75	0.5	0	0	0	0.5	0.5

22 — Warm nuts (15%)

It attacks by warping forward, sending out arms and tornadoes and scattering wind masses around it. Also, be careful as you will take damage if you are hit by the tornadoes that are generated when it warps. It is best to approach the enemy when it pauses its attack and defeat it with a series of quick, non-elemental attacks.



Offensive explanation

Normal type	
Long range/area attack	
—	
25 → 33	
40 → 48	
35	

Karma appearance conditions	Karma conditions	Effect
Karma 1	Absorb 5 Terransera IDs	
Karma 2 (Free 1)	Absorb 10 Terransera IDs	
Karma 3 from the beginning	Defeat 5 Muscari in Terranthera.	Increases each attack power by 3
	—	—

Attack name	Fire	Ice	Lightning
Tornado	0.75	0.75	1
—	—	—	—
—			
—	—	—	—

It launches a massive tornado forward. While it takes a little time for the tornado to appear, its attack range is quite wide, making it useful for clearing out enemies in front. Also, the tornado has a long duration and remains for a while even after Terransera disappears, so it can be used repeatedly like a barrage of bullets.

Muscari

Muscari

★☆☆

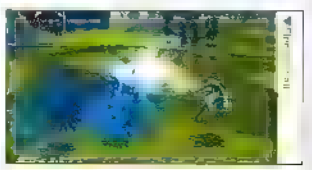
Combat commentary

Amatsugahara CD P049–P050, Sounenkyuuh P051	
Usually	57
HP 120	20
45 or less	Attack name: electric fall — 0.52 — 2
Sleep 10 + Status Ailment	range bl... — Lightning 0.63 — 2
—	— — —
—	— — —

Fire	Ice	Lightning	Water	Earth	Wind	Sleep	Paralysis	Poison
0.5	0	0.5	0.5	0	1	0	0.5	0.5

35 — Green powder (5%)

The electric shock attack, which descends rapidly from above, is fast and difficult to dodge. Its body glows before it descends, so when you see this, quickly move left or right to avoid it. Then, attack with mandragora or similar items to finish it off before it escapes back into the sky. Using gerberas from directly below the enemy is also effective.



Offensive explanation

Normal type	
Short range/area attack	
—	
30 → 40	
45 → 55	
40	

Karma appearance conditions	Karma conditions	Effect
Karma 1	Use 5 purple powders	
Karma 2: Unlock 1	Use 5 warm nuts.	
Karma 3 linked	Absorb 5 Muscari IDs	

Attack name	Fire	Ice	Lightning
Electric fall	0.25	0.25	4
—			
—	—		—
—			

It charges forward while charged with electricity. It excels in speed and range, and its attack power is also relatively high, making it easy to use. It's also ideal for immobilizing enemies like Agapanthus which can be electrocuted by lightning-element attacks. However, it has a considerable delay before attacking, so use it from a distance.

gladiolus

Gladiolus

Main spawn area	Amatsugahara Kaikan (P.049), Sounenkyuu (P.051)
	Beaten in 300 seconds
HP	300
	45 or less
	57
	aerial dash attack — Destruction 0.7
	1
	aser — Destruction 0.7
	—
	thunder / water / — / — / sleep / adhesive / cutting / —
	0 / 0 / 0 / 0 / 0 / 0 / 0 / 0 / 0.5
EXP earned	55
	Green ore (15%)

Since it's difficult to dodge its aerial dash attacks from a distance, try to engage in close combat. Once you get close, use your dodge to get behind it and attack with destruction-type attacks. Once you reduce its destruction durability to 0, attacks with void and cutting-type attributes will become effective. After that, you can finish it off with Pooks continuous attacks.

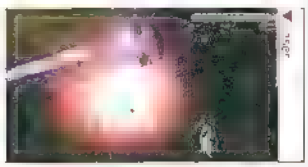
Gladiolus's Offensive Abilities

	Normal type
	Medium-range / Long-range attack
	66 / 77
	74 / 85
	70

Karma appearance conditions	release conditions	effect
Karma from the beginning	Absorb 3 Gladiolus IDs	Increases both attack power by 4
Karma 2 Release Release	Defeat 25 Fawkes with Gladiolus.	Increases both attack power by
Karma 3 linked	Use 1 purple stone	Increases both attack power by 3
—	—	—

aser	1	1	1
—			
			—

He fires a laser from his left arm, sweeping a wide area. It takes about 2 seconds to fire, and he cannot move during that time, so it is important to use it from a safe distance from the enemy. Also, the attack range is wider on the left side of his body, so it is easier to hit your target if you turn slightly to the right and fire without locking on.



agapanthus

Agapanthus

	Tsuguhi Shrine Dai, 19.05①
	Stop & Go: 60 seconds
HP	300
	150 or less
	57
	downhill — flame — 1.4
	rush — — — 1
	moving down — destruction — 1.2
	duster — flame — 0.87
	flame / thunder / water / — / — / sleep / adhesive / cutting / —
	0 / 0 / 0 / 0 / 0 / 0 / 0 / 0 / 0.5
EXP earned	50
	Green Quartz (15%)

Since it will launch downward attacks and charges straight at you, always try to get to its side or behind to attack. Hitting it with destructive attacks will strip away its armor, making it susceptible to attacks of attributes other than charm, sleep, and sticky. Once that happens, unleash a barrage of attacks, such as those from Puk

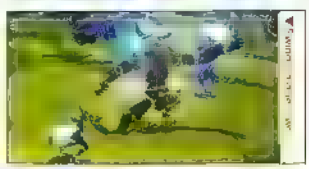
Agapanthus's Offensive Abilities

	Normal type
	Medium-range / Long-range attack
	60 / 70
	—
	30 / 20

Karma appearance conditions	release conditions	effect
Karma 1 from the beginning	Absorb 5 Agapanthus IDs	Consumption MOG decreased
karma 2 free 1	Defeat 10 Fawkes with Agapanthus.	HP attack power and [illegible]
Karma 3 2 released	Defeat one Hebetrot with Agapanthus.	HP attack power increased by 8
—	—	—

Plunge one-two	0.6		2
—			
		—	—
		—	—

This attack involves a series of swings while charging forward, boasting excellent HP, attack power, and attack range. Although there is a long wind-up before the attack, leaving a large opening, Agapanthus will not be negated by attacks other than destructive ones. This characteristic allows it to be used as a shield.



bergamot

Bergamot

cutting attribute

★★☆

None		Water			sleep		cutting		
0.5	0	0.5	0.6	1	0	0	0.5	0.5	

45

Golden ore (15%

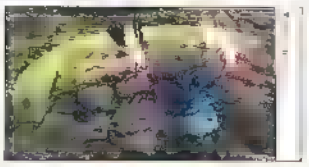
Because its vacuum blade and breath attacks have a long range, making it difficult to approach, try to seduce it with Cobra Knight or similar before attacking. Also, if it appears at the same time as Ammo Bium, it's best to defeat Ammo Bium first, as it enters absorption mode, which takes time to absorb IDs.

Karma appearance conditions		release conditions	effect
karma 1		Use 5 green powders.	
karma 2	free 1	Defeat 10 Fawkes with bergamot.	
karma 3	free 2	Absorb 8 Bergamot IDs	charges age
—	—	—	—

28
35
30→20

	1	1	1
	1.5	1.5	1
	1.5	1.5	1
	—	—	—

It unleashes a fan-shaped vacuum blade just above the ground. Its wide range to the left and right, and nearly 180° coverage in front, makes it ideal for dealing with groups of enemies. Furthermore, holding down the button charges up power, increasing its strength. It's best to charge up power at a distance from enemies, lure them in, and then unleash the attack.



ammobium

Ammobium

★☆☆

		lightning	water			sleep		cutting	
0.5	0.5	0.5	0,5	0	1	0	0.5	0.5	

45

Green ore (15%)

After chasing Ellen straight ahead, it will unleash body slams and breath attacks. Both are attacks directed straight ahead, so you can avoid them by getting to its side or behind. Alternatively, you can put it to sleep with Hebetrot or similar before attacking to defeat it more safely.

karma		release conditions	effect
karma 1		Absorb 5 Ammobium IDs	
karma 2		Release 1 with Ammobium Ge-Bo Defeat 3	
Karma 3 2 released		Use 5 Pulsating Berries	
—	—	—	—

Normal type
single-shot attack
40
45
30→10

	1	1	1
	—	—	—
—	-	—	—

This character performs a sweeping, spinning headbutt. It boasts high HP and elemental attack power, and can even knock down smaller enemies. However, it has a large recovery time before attacking and a short range, making it difficult to hit fast-moving enemies. Aim for openings when the enemy is stationary, such as after they miss an attack.

Coropna

Coropuna

Normal type
Ranged/Charge Attack

Completed "Malaba ika's Wrath" P.055

Karma appearance conditions		effect
Karma 1		
Karma 2 1 released	Defeat 3 Ga-Bo in Koropuna	
Karma 3 2 released	Defeat one Gargantua in Koropuna	
	Defeat 3 Spriggans in Koropuna	

35→40
40→45
30→20

	0.5	0.5	1
	—	—	—

When used, it runs forward, and after traveling a certain distance or hitting an enemy, it self-destructs, dealing damage over a wide area. It can also knock down enemies at the same time. Since its elemental attack power is quite high, use it when you want to quickly reduce the enemy's destructive attribute durability.

grindylow

Grindylow

Normal type
Medium-range/range attack

Karma appearance conditions		effect
Karma 1		
Karma 2 1 released	Defeat 5 Fawkes in Grindelwald	
Karma 3 2 released	Defeat 8 Fawkes in Grindelwald	
	Use 1 yellow stone	

25→30
40→45
30→25

	0.4	0.4	3

It powerfully exhales a gust of wind forward. Be careful of the distance between you and your enemy, as there is a large opening after the attack. If you are too close, retreat before using it accidentally. It has similar performance to the wind-elemental Boobley, but this one has a wider attack range upwards.

alhazrad

Alhazred

Normal type

Completed "Urishuk's Gathering" P.056

Karma appearance conditions		effect
Karma from the beginning		
Karma 2 free 1	Defeat 3 Peg Bowlers in Alhazrad	
Karma 3 —	Defeat one Mabarik in Alhazrad	
	Use 5 green powders.	

25→33
35→43
25→15

	0.6	0.6	3
	—	—	—
		—	—
—			

It remains airborne and unleashes electric shocks in all directions when enemies approach. While its attack power is slightly inferior to the Mabinogion of the same type, it automatically attacks in response to enemy movements. If you summon it during a group battle, it will continuously intercept enemies.

Kahalaes

Cyhyraeth

*No attribute
Recommended

Reservation type
Ranged attack

"Cleared "Mao's Wild Child" (P.056)"

Karma appearance conditions		effect
Karma from the beginning	Use 0 green Guardian Crystals	Charges 1 stage +
Karma 2 1 released	Use 10 green ores.	Charges 1 stage
Karma 3 2 released	Use 5 golden ores	

40→50
30

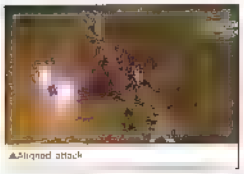
	0.5	—	1
	—		
			—
		—	

This attack involves throwing stones forward. While it leaves you vulnerable after the attack, it boasts top-class range, HP and attack power among non-elemental attacks. Furthermore, you can increase the number of stones thrown by charging up. By releasing karma and increasing the charge level, you can throw up to four stones simultaneously.

durga

Duergar

It has a close-range attack where it punches forward. Initially, you can only summon one, but once you unlock its karma, you can control up to four at once. Although its attack range to the left and right is narrow, it concentrates its attack forward, making it easy to hit a single target multiple times. If all hits connect, you can expect to inflict significant damage.



▲Aligned attack

Dungeon Trial: Total number of defeated points has exceeded 30,000

pied piper

Pied Piper

It emits sound waves in all directions that put enemies to sleep, making it extremely useful in situations with many enemies around. While pink sound waves are emitted the moment it is activated, these do not have the sleep-inducing effect. Remember that the yellow sound waves that appear about a second later are the ones that induce sleep.

PSP integration planned as of July 2007)

col brand

Collbrande

It possesses a charging attack that involves headbutting with its sharp crest. Fawkes is essentially an upgraded version of Ogma, and although it consumes a bit more MC, it overcomes Ogma's weakness of having a short range. The short recovery time before and after attacks and the speed of its charge are also excellent, making it unparalleled against ground enemies.

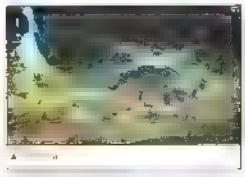
▲Rush attack

Dungeon Trial: The total number of defeated points has exceeded 150,000

caladrius

Charadrius

It unleashes a gust of wind to attack in all directions. In addition to its wide attack range, its short recovery time before and after the attack is also appealing. Furthermore, it boasts high HP and elemental attack power, making it unmatched among wind-elemental Forks. While its MC cost is very high, it's arguably worth it.

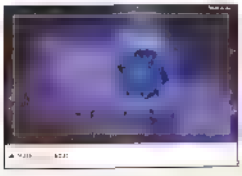


(Plans as of July 2007)

Caladborg

Kaladbolg

It unleashes a powerful water explosion that attacks in all directions. While it takes some time for the attack to come out, its attack range is top-notch, capable of hitting even airborne enemies. Furthermore, by releasing Karma to reduce MC consumption, it becomes possible to summon it twice in a row when the MC gauge is at maximum, making it even more versatile.



Upload a dungeon with 4500 or more dungeon points in "Dungeon Trial".

Pook

Pouke

guard attribute

Combat commentary

Main appearance area	Field of Joy BCE (P.021), Dur's Path (P.023), Gesh's Forest (P.024~P.025)
HP	80
Appearance lv	40 or less
	40
	—

attack name	Attribute	HP reduction rate	
Thrust	Note	0.75	—
	Note	0.75	
—	—	—	—
—	—	—	—

Note	Note	ICE	Earth	Lightning	Destruction
0.5	0.5	0.5	0.5	0.5	0.5

	2	Obtained TP	3	Possessing nuts 2%

They will use the branches they hold to perform sweeping and thrusting attacks. In a one-on-one fight, they can be easily defeated with any attack, but caution is needed when they appear in groups. Since you are more likely to take damage when surrounded, use attacks with wide-range weapons like Paulie or Bagheet to attack them all at once.

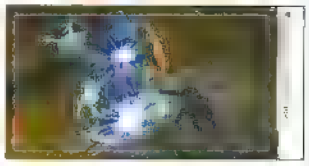
Causative explanation

Operation type	long press type
Attack direction	—
Effectiveness	—
Range	20 ~26
Time	—
Duration	4→2

Karma appearance conditions		effect
Karma 1 from the beginning	Absorb 5 Pook IDs	Consecutive use count +
Karma 2 1 released	Absorb 10 Pook IDs	Consecutive use count +1
Karma 3 from the beginning	Use 10 Pulsating Berries	Counterattack —
Karma 4 3 released	Defeat 5 Brolahan with Pook	HP attack power increase

Attack type			
Single-direction attack	1	—	1
Multi-directional attack	1	—	1
Attack that increases Karma	1	—	1
Attack that consumes Karma	1	—	1

Its strength lies in its wide-ranging, continuous attacks that can hit multiple enemies simultaneously. Furthermore, if you're not locked onto an enemy, you can freely change the direction of subsequent attacks. When facing a group of enemies, it's best not to lock on, but rather to attack them evenly while changing direction.



Kilmoori

Killmoulis

guard attribute ★★★

Combat commentary

Main appearance area	The Joyful Wilderness CE (P.021) Dur's path (P.022), Gosh's forest day (P.025
HP	80
Appearance lv	40 or less
	40
	—

attack name	Attribute	HP reduction rate	
foot sweep	Note	0.75	—
Sub-attack	Note	0.75	
—	—	—	—
—	—	—	—

Note	Note	ICE	Earth	Lightning	Destruction
0.5	0.5	0.5	0.5	0.5	0.5

	2		3	Green powder 15%

Its attacks have a short range, so you won't get hit unless you get too close. You can easily defeat it by attacking from a distance where your attacks can just barely reach it. However, when it curls up, it will guard against frontal attacks, so attack from the side at that time.

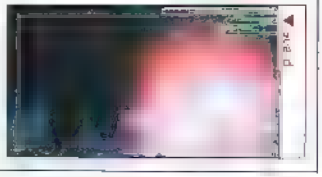
Causative explanation

Operation type	long press type
Attack direction	—
Effectiveness	—
Range	20 ~10
Time	—
Duration	—

Karma appearance conditions		effect
Karma 1 from the beginning	Absorb 5 Kilmoori IDs	Consecutive use count +
Karma 2 1 released	Absorb 10 Kilmoori IDs	Counterattack —
Karma 3 2 released	Use 5 Pulsating Berries	Absorption Karma increase
—	—	—

Attack type			
Single-direction attack			
Multi-directional attack	—	—	—
Attack that increases Karma			
Attack that consumes Karma			

While the button is held down, you can guard against one incoming attack from any direction. Although it completely blocks damage, it only works once, making it unsuitable for when you're surrounded or fighting enemies with many attacks. In such situations, prioritize dodging. It's best to use it in conjunction with high-damage single attacks.



torrent

Treant

Combat comments

Appearance area	Joyful Path - P.022	Joyful Noguchi - P.022	Dark Path Trip - P.023			
Difficulty	usually					
HP	135					
	45 or less					
Attack power						
Defense						
Speed						
Attack						
Attack						
Attack						
Attack						
Resistance	Type	Fire	Ice	Water	Electricity	Poison
	0.5	0.5	0.5	0.5	0.5	0.5
EXP earned	10	Karma	6	Drops	Cold nuts (15%,	

Attack	Power	Range	Hits
Uzumaki pay	None	1	—
scratch	None	1	—
	Fire	0.75	
—	—	—	—

40

It attacks by scratching with its front claws or leaping at you. Fighting it head-on can result in painful damage, so try to get to its side or behind where its attacks can't reach you. Then, attack with a Pook or similar weapon, and you can inflict damage on it without taking any damage yourself.

Jump attack with Pook

Reasons for explanation

Operation type	Normal type
Range	Mid-range/Charge attack
Attack power	
Defense power	40 - +50
Speed	
Resistance	15 - +5

Karma	Condition	Effect
Karma 1	from the beginning	Absorb 5 Torrent IDs
karma 2	free 1	Defeat 8 Fawkes in Trent
Karma 3.2 released		Defeat two Ogma with Trent
karma 4	from the beginning	Use 10 yellow powders.

Attack	Power	Range	Hits
rush	None	1	1
—		—	
—			

It charges forward and scratches with its claws. At the same time, Keats also steps forward. Against enemies with powerful close-range attacks like Paulie, it's safer to attack from medium range with this treant. Repeat the tactic of dodging immediately after charging, creating distance from the enemy, and then charging again.

Rush

Andraste

Andraste

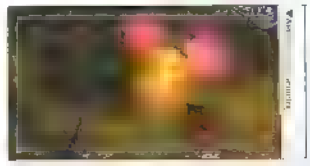
Combat comments

Appearance area	Dark Path - P.022)					
Difficulty	Timing: 70 seconds					
HP	300					
	60 or less					
Attack power						
Defense						
Speed						
Attack						
Attack						
Attack						
Resistance	Type	Fire	Ice	Water	Electricity	Poison
	0.5	0.5	0.5	0.5	0.5	0.5
EXP earned	40	Karma	8	Drops	Cold nuts (15%)	

Attack	Power	Range	Hits
rotate	Destruction	0.75	—
mid-air ramming	Destruction	1.5	1
jump attack	Destruction	1	—

40

When flying, it uses a diving aerial charge attack, and when on the ground, it uses a spinning charge attack while rolling. Neither attack will hit unless you are directly in front of it, so try to get behind it and attack. Also, when it is flying, it is a good idea to knock it down with Paulie's nose hammer.



Jump attack

Reasons for explanation

Operation type	Reservoir type
Range	Mid-range/Charge attack
Attack power	
Defense power	30 - +40
Speed	30 - +40
Resistance	50 - +40

Karma	Condition	Effect
Karma 1	from the beginning	Defeat 10 Fawkes in Andraste
karma 2	free 1	Defeat 15 Fawkes in Andraste
Karma 3.2 released		Use 5 Pulsating Berries
Karma 4 linked		Absorb one Andraste ID

Attack	Power	Range	Hits
rush	None	0.34	0.34	3
		—	
—			—

It charges forward while spinning. Its long range is its main advantage, allowing it to hit targets even from a distance. Holding down the button charges up power, further extending its range. Also, since it penetrates enemies, it can hit multiple enemies lined up in a straight line.

Rush

powley

Poury

Combat commentary

	The joyous w dd ness (P 021) Du s pa h (P 022 G ts s fores day (P 024					
	usually		40			
HP	140					
	40 or less					
	—					
	—					
	—					

		0.75	
mowing down		0.75	—
nose hammer		0.5	—
—			—

		ice	earth	lighting		
	0.5	0.5	0.5	0	0.5	0.5
	5		Cold n s 15			

He uses the hammer attached to his nose to s am the ground and cause earthquakes. The attack has a hitbox in all direct.ons and if you get hit, you'll be knocked down. Also, even if you hit him with your own attacks, you cannot interrupt Paulie s attacks. When he ra ses his hammer, dodge to create distance

Causative explanation

	Normal type
	lose range range attack
	—
	20→28
	25→33
	60→20

Karma acquirement conditions	release conditions	effect	
karma 1 from the beginning	Use one red liquid	Mo sture complete decrease	
Karma 2 released	use 5 yellow powders.	Increase both attack power by 4	
Karma 3 released	use 5 Pu sating Berries	Increase both attack power by 4	
Karma 4 linked	Absorb 5 Paulie IDs	Expansion of effective range	

Attack name	Attack power coefficient		
nose hammer	0.25	0.25	1
	0.5	0.5	2
ul tlmate Karma 4	0.25	0.25	4
			-

This attack generates an earthquake n front of the user It s an efficient way to deal damage when facing groups of enemies. Additionally, the nose hammer that is swung up as a preparatory motion for the earthquake can hit enemies in the air It's useful for knocking down flying enemies like Andraste

Ogma

Ogma

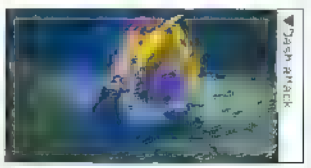
Combat commentary

	[illegible]					
	Timing 20 seconds		40			
HP	160					
	40 or less					
	—					
	—					

Slashing	cutting	0.5	—
dash attack	cutting	0.75	—
pounce on	cling	0.5	
—			

		ice	earth			
	0.5	0.5	0.5	0.5	0.5	0.5
	15		8		Warm nuts (15%)	

It will attack by slashing with its crest or charging with a dash attack. Since all of these attacks inflict heavy damage if they hit, avoid getting too close and wait for its dash attack. When it charges, block it to avoid the attack. Ogma will then fal , so use this opportunity to attack with Puk or other weapons.



Causative explanation

	Normal type
	[illegible]
	35→43
	35→43
	15→10

Karma			effect
karma 1		Absorb one Ogma ID	
Karma 2		Defeat 8 Fawkes n Ogma	
Karma 3 2 released		Defeat 3 Treants n Ogma	
Unlock Karma 4 3 by defeating 3 Spriggans with Ogma			

Attack name	Attack power coefficient		
Swing down	0.25	0.25	4
	—	-	—

This is a close-range attack where the character swings their crest down but because they charge forward before swinging, the attack can reach even from a medium range. Also the attack h tbox is active from the moment they jump up before charging, so if you use t at close range, you can aim for mu tiple hits However, it is difficult to hit smal enemies

bugaboo

Bug-a-boo

★★★

Combat commentary

Gesh's Forest Day (P.024-P.025)

Usually

Timing: 50 seconds

Flame: 25 ID appears

HP: 150

40

Attack name	Attribute coefficient
	0.75
	1.5
	—
	—

fire	wind	ice	earth	lighting	
0.5	0.5	0.5	0.5	0.5	0.5

10 | 8 | Warm nuts (15%)

The hair needles that attack in all directions by raising the hairs all over its body are troublesome. It stretches and contracts its hair before attacking, so when you see this movement, keep your distance and dodge. When you attack, use fire-attribute attacks such as Hinky Punk or Volcano to deal damage to its attribute resistance.

Tactical explanation

	Normal type
	Close-range/Long-range attack
	—
	40 ~ +50
	25 ~ +10

Karma appearance conditions		release conditions	effect
Karma 1		Use 5 Pulsating Berries	
Karma 2	free 1	Use 5 Pulsating Berries	
Karma 3		Absorb 5 Bugaboo IDs	
Karma 4 linked		Defeat 20 Pooks with Bugaboo	

Attack name	Stagger coefficient	Attribute coefficient	Combo
	0.5	—	2
	0.25		4
—			—

This is an excellent all-directional attack with minimal recovery time both before and after the attack. When used at close range, it's easy to land multiple hits, leading to significant damage. Furthermore, unlocking Karma 1 and 2 reduces the MC cost, making it easier to use repeatedly and further improving its usability.

hinky punk

Hinky-Punk

★★★

Combat commentary

Gesh's Forest Day (P.024-P.025)

Usually

HP: 120

40 or less

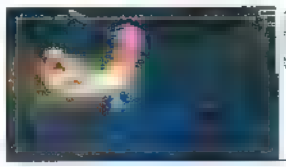
40

Attack name	Attribute coefficient
	flame 1.25
	flame 1.25
—	

fire	wind	ice	earth	lighting	
0.5	0.5	0.5	0.5	0.5	0.5

6 | 5 | Cold nuts (15%)

It shoots flames from its tail either forward or in all directions. It's dangerous to approach carelessly, so attack from a medium range with a Treant or Ogma. Alternatively, using Andraste which has a long range, is also an option. It will take longer but it will allow you to fight even more safely.



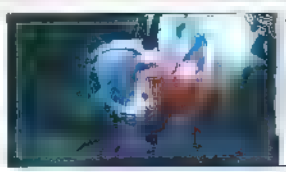
Tactical explanation

	[illegible]
	Continuous use 2 ~ 4
	15 ~ +21
	20 ~ +26
	6

Karma appearance conditions	release conditions	effect
Karma 1 from the beginning	Absorb 3 Hinky Punk IDs	
Karma 2 released	Absorb 5 Hinky Punk IDs	
Karma 3 released	Defeat two Barghasts in Hinky Punk	
Karma 4 released	Use 3 rubies	

Attack name	Stagger coefficient	Attribute coefficient	Combo
[illegible]	1	1	1
[illegible]	1	1	1
[illegible] attack, 3rd stage (Karma 1)	0.5		2
[illegible]			4

This is a fire-element attack that allows for consecutive hits. Its quick attack startup allows for rapid damage output if hits are landed consecutively. It also pairs well with certain consecutive attacks, such as Pook and Hawk. By alternating between these attacks and Hinky Punk, you can shorten the recovery time after each attack.



bar guest

Bargest

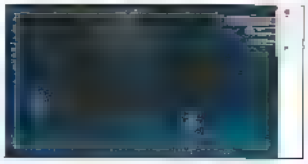
Combat commentary

	The Forest of Gash episode P.034		
	timing 20 seconds		40
HP	240		—
	80 or less	Skills in battle	Name / 1.75 / —
	—		Harita / Destruction 0.5 / —
	—		Headfirst slide destruction / 0.5 / —
			0.5 / —

Bow	Axe	Gun	Staff	Cooking	Mining
0	0.75	0	0	0.5	0

60 | 10 | Warm nuts (15%

It possesses a variety of attack methods, including head slides, slaps, and fly-swiping. Since all attacks except the fly-swiping won't hit you if you're behind it, the basic strategy is to fight while staying behind the enemy. It takes a long time to charge up power as a preparatory movement for the fly-swiping, so you should create distance after seeing this.



Causative explanation

	Normal type
	—
	40 +48
	40 +48
	30 +20

Karma appearance conditions		effect
Karma 1 from the beginning	Defeat 30 Fawkes in Barghest	—
karma 2	free 1	Defeat one Fomor with Barghest	increases both attack power by 4
karma 3	free 2	Use 4 Jaderte	—
—			

Attack traits			
Harita	1	1	1
—	—	—	—
—			
			—

This move unleashes a wide-ranging slap from right to left. It boasts high attack power and against low-HP opponents like Pook and Killmuri, just two hits are enough to reveal a red ID. It should be useful both when facing multiple enemies and when you want to inflict massive damage in a single blow.

hawk

Hawk

Combat commentary

	7th Division Bridgehead CLIFF P.027		
	assault		44
HP	85		—
	45 or less	Attack traits	Thrust / Main / 0.5
	—		Name / 0.5
	—		

Bow	Axe	Gun	Staff	Cooking	Mining
0.5	1	0.5	0.5	0.5	0.5

4 | 3 | Yellow powder 12%

They charge towards you with their bayonets thrust forward. While a single one can be easily dodged by moving left or right, it becomes difficult to avoid them when multiple charge at once at Bullseye's command. In such situations, it's best to take down Bullseye first.

Causative explanation

	—
	—
	Continuous use
	—
	4

Karma appearance conditions		effect
Karma 1 from the beginning	Absorb 5 Hawk IDs	—
karma 2	free 1	Absorb 10 Hawk IDs	—
karma 3	—	Defeat 3 Bumbears with Hawk	—
Karma 4	released	Use 5 glossy powders	—

Attack traits			
—	0.5		2
—	1		1
—	1	—	1
—		—	3

This is a continuous attack where you slash at enemies in front of you with your bayonet. The attack is quick and hits multiple times, allowing you to inflict significant damage in a short amount of time. However, its horizontal attack range is narrow. This drawback can be compensated for by using it in conjunction with weapons that have a wider attack range, such as Barghest or Bugaboo.

bullseye

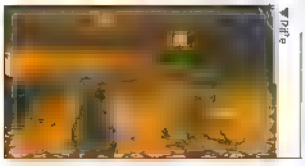
Bullseye

Non-attribute ★★★

Battle commentary

Main appearance	Seven Bullseyes on Bridgehead (P.027)	Armored Corps K9 Operation Area (P.028)	Avalon Fortress (P.029)
Attack	85	Defense	44
HP	45 or less		—
Attack ability		Attack ability	
		Rifle	0.3 —
			0.5 —
		—	
		—	— —
Speed	0.5	Jump	1
Dodge	0.6	Guard	0.5
Crushing	0.5	Invincible	0.5
Experience	5	Gold	3
Item	Yellow powder 5%		

They snipe from a distance with rifles. They often appear together with Hawks, and if you're distracted by the charging Hawks, you'll be attacked from an unexpected direction. In such situations, try to take down the Bullseye first with a series of attacks from Pook or similar units.



Gauge up explanation

Gauge up type	
Gauge up timing	Continuous use 2~44
Gauge up value	20~25
Gauge up bonus	—
Gauge up limit	10

Karma	Karma appearance conditions		Karma effect
karma 1	free beginning	Defeat two Volcanoes with Bullseye	
karma 2	free 1	Defeat 3 Selktes with Bullseye.	
karma 3	free beginning	Absorb 5 Bullseye IDs	
karma 4	free 3	Absorb 10 Bullseye IDs	

Attack name	HP	Attribute	MC
Rifle (Continuous attack)	1	—	1
	1		1
Rifle (Continuous attack) (Lv.2)	1		1
Rifle (Continuous attack) (Lv.3)	1		1

This is a long-range attack where you fire your rifle forward and you can fire continuously. Although its HP attack power is low its advantage is that you can inflict damage from outside the enemy's range. If an enemy gets close, use dodge to move backward, create distance again, and then fire.

Barrager

Barrager

Non-attribute ★☆☆

Battle commentary

Main appearance	7th Division Bridgehead (P.027) Armored Corps K8 Operation Area Revised (P.028)		
Attack	85	Defense	44
HP	45 or less		
Attack ability		Attack ability	
		straight machine gun	0.23
		angle machine gun	None 0.23
		—	— —
		—	
Speed	0.5	Jump	1
Dodge	0.5	Guard	0.5
Crushing	0.5	Invincible	0.5
Experience	5	Gold	3
Item	Green powder 5%		

It fires its machine gun indiscriminately forward. Its range isn't very long, but it sometimes changes direction while firing, making it extremely dangerous to approach from the front. You should get to its side or behind, then approach and take it down quickly with a series of attacks using a Hawk or similar weapon.

Action explanation

Action type	long press type
Action timing	When an enemy is in range to attack
Action bonus	—
Action value	20~25
Action limit	
Action interval	20~15

Karma	Karma appearance conditions		Karma effect
Karma 1	from the beginning	Absorb 5 Barrage IDs	
Karma 2	released	Absorb 8 Barrage IDs	
Karma 3	from the beginning	Defeat 10 Fawkes in Barrage	
Karma 4	free 3	Defeat 5 Afanks with Barrage	

Attack name	HP	Attribute	MC
machine gun	0.6	—	Consumed
—	—	—	—

While holding down the button, you'll fire a machine gun in rapid succession. You can continue attacking until your MC gauge runs out, and you can change direction by about 60° to the left or right while attacking. However, you cannot aim behind you from directly beside you, so use it with your back to a wall when you're in a chaotic battle.

Volcano

Volcano

HP	350
	65 or less
	44
	—

Attack name	Attribute	Attribute HP coefficient	
Flamethrower		0.8	—
		0.8	—
Back cannon		1.5	
		0.6	

	Slash	Flame	Ice		Lightning	Explosion
	0.5	0.25	0.5	0.5	0.5	0.5

	60		8

They fire long-range cannons, so move around frequently to prevent them from targeting you. They are slow, and you can attack them unilaterally from a distance using Bullseye, but the Hawks that appear with them will get in the way. Defeat the Hawks first to create a one-on-one situation before fighting them.

	long press type
	20 ~25
	30 ~35
	30 ~25

Karma appearance conditions		Effect
Karma — from the beginning	Absorb one Volkano 1D	
Karma 2 1 released	Defeat 10 Hawks in Volcano	
Karma 3 2 released	Defeat 10 Fawkes in Volcano	
Karma 4 linked	Use 5 green powders	

Attack name		
Flamethrower	0.6	0.6 unlimited
—	—	—

It fires a flamethrower straight ahead. While the power per hit is low, you can continue attacking as long as you hold down the button until your MC gauge runs out, allowing you to deal continuous damage. Additionally, you can change direction by about 60° to the left or right of your initial attack, making it attractive for targeting a wide area.

Blumbear

Brummbear

HP	170
	55 or less
	44
	—

Attack name	Attribute	Attribute HP coefficient	
		0.7	—
Back cannon		1.3	—
		0.5	—

	Flame	Ice		Lightning	Explosion
0.5	0.5	0.5	0.6	0.5	0.5

	20		3

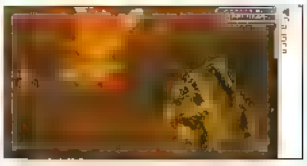
They often appear at the same time as Hawks and other enemies, making it difficult to concentrate attacks on Brummbear. First, move to a position where Brummbear's attacks cannot reach you, and defeat the other enemies that approach. After eliminating them all, you can attack Brummbear with Bullseye from outside its attack range.

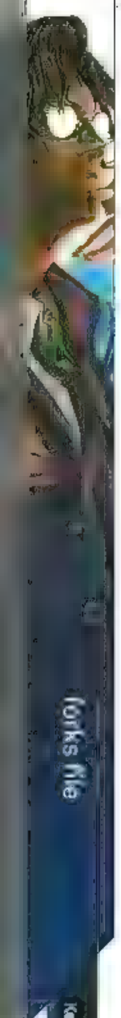
	Normal type
	45 ~53
	45 ~53
	40 ~35

Karma appearance conditions		Effect
Karma — from the beginning	Absorb 3 Brumbear IDs	
Karma — from the beginning	Defeat 5 Fawkes with Brummbä	
Karma 3 2 released	Defeat 10 Fawkes in Brumberg	
Karma 4 3 released	Defeat two Gargantuas with Brumbear	

Attack name			
	0.5	0.5	1
—			
			—
—	—		—

The cannon mounted on his back fired projectiles in a parabolic arc. It's a bit of a drawback that it leaves you vulnerable after the attack, but the blast radius upon impact can hit multiple enemies, which is convenient. In addition, it can knock enemies down. Use it against enemies that appear in groups, such as Hawk and Azura.





Gajargu

Ga-dearg

[illegible]	[illegible]	★★★

Combat commentary

[illegible]	Armored Corps KB Operation Area P 32		
[illegible]	usually	[illegible]	44
HP	100	[illegible]	—
[illegible]	[illegible]	thrust	Destruction 1.3
[illegible]	earth 4 unable to [illegible]	thrust	Destruction 0.5
[illegible]	—	—	—

[illegible]	[illegible]	flame and ice		earth	[illegible]	[illegible]
	0	0	0	0.5	0	0.5

[illegible]	15	[illegible]	5	Item	Green ore (15%)

It will stab you with the spears in both arms, or charge at you with its spear raised. First, dodge these attacks by moving to either the left or the right. When you do this, Gajarg will be wide open after missing its attack. This is your chance to attack with destructive-attribute attacks like Andraste or Barghest.

Causative explanation

[illegible]	[illegible]
[illegible]	[illegible] consecutive attack
[illegible]	Continuous use 2 → 4
[illegible]	20→30
[illegible]	20→30
[illegible]	10→5

Karma appearance conditions		Release condition	Effect
Karma 1 from the beginning		Absorb 3 Gajarg IDs	[illegible]
karma 2	free 1	Absorb 5 Gajarg IDs	[illegible]
karma 3		Defeat 15 Fawks in Gajarg	[illegible]
karma 4	free 3	Defeat 3 Garrybeggers in Gajarg	[illegible]

Attack name	[illegible]	[illegible]	[illegible]
[illegible]	1	1	1
[illegible] consecutive attack	1	1	1
[illegible]	1	1	1
[illegible] consecutive attack (karma 2)	[illegible]	0.4	3

Its strength lies in its continuous attacks that take advantage of the spear's length. While its horizontal attack range is narrow, its advantage is that it can reach enemies slightly further away in front of it. Furthermore, by unlocking its karma, it becomes possible to perform up to four consecutive attacks, making it very useful when you want to deal a lot of damage at once.

patriot

Patriot

guard attribute	[illegible]	★☆☆

Combat commentary

[illegible]	Armored Corps KB Operation Area P 128			
[illegible]	usually	[illegible]	44	
HP	120	[illegible]	[illegible]	
[illegible]	Earth 4 unable to [illegible]	counter	[illegible]	1.13
		-	None 0.75	
	—		—	—

[illegible]	[illegible]	[illegible]	ice	earth	[illegible]	[illegible]
	0	0	0	0.5	0	0.5

[illegible]	15	[illegible]	5	Item	Golden ore (15%)

Patriot will either charge forward with its shield raised or stand still and guard. When it takes these actions, frontal attacks are ineffective, so get behind Patriot. Then, knock it down with Blumbear and finish it off with Gajarg.

Causative explanation

[illegible]	long press type
[illegible]	[illegible]
[illegible]	—
[illegible]	
[illegible]	25→15

karma	[illegible]	Release conditions	effect
Karma 1 from the beginning		Absorb 6 Patriot IDs	[illegible]
karma 2	free 1	Use 5 green powders.	[illegible]
Karma 3	2 released	Use 5 green ores	[illegible]
—		—	

Attack name	[illegible]	[illegible]	[illegible]
—	—	—	—
			—
[illegible]	—	—	—
—	—	—	—

While holding down the button, you can guard against attacks from the front. Unlike Kilimoor, a key feature is that you can guard multiple times as long as you keep holding down the button. However, it cannot block attacks from the sides or behind, so it is not reliable when surrounded by multiple enemies.

Gargantua

Gargantua

Combat commentary

	Beam: 60 seconds		44
HP	600		—
	20 or less	Attack name	All Hits / Hit All Hits Affect
		Sudden Back	1
		Body	None 1.5
	—		Destruction 0.68 —
		Beam	0.45 —

None	Fire	Ice	Earth	Cutting	Pierce
0	0	0	0	0	0.5

Gold	80	Exp	8

This formidable enemy possesses a variety of attack methods, including artillery fire and ramming from the front, machine gun fire from the sides, and sudden reversals from behind. Of these, the machine gun has the shortest range, so attacking from the side is recommended. A recommended strategy is to use the Brummer from a position where your attacks can just barely reach it.

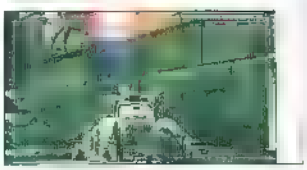
Combat information

	Normal type
	—
	60 +75
	70 +85
	50

Karma appearance conditions		Effect
Karma 1	Defeat 15 Fawkes in Gargantua	—
Karma 2	Use 10 green ores.	Increases both attack power
Karma 3 released	Defeat one Gargantua in Gargantua	—
Karma 4 locked	Use 5 golden ores.	—

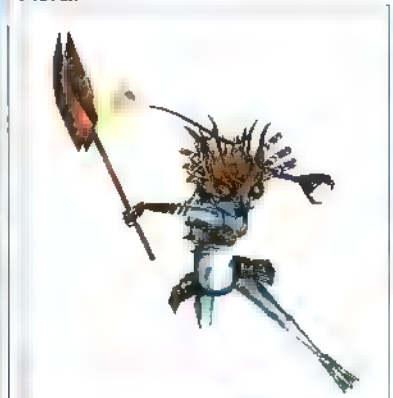
Attack name	All Hits / Hit All Hits Affect		
	0.5	0.5	1
	—		
			—

Fires one shell forward. The shell flies in a parabolic arc and explodes upon impact, dealing damage. It is useful for knocking down enemies flying at high altitudes, so be sure to understand the optimal distance for hitting targets. Also, there's a significant delay before and after the attack, so use it while maintaining distance from the enemy.



Azulei

Asrai



Combat commentary

	Usually		48
HP	90		—
	50 or less	Attack name	All Hits / Hit All Hits Affect
	—	Body	Hit 0.5
		Beam	None 0.5 —
	—		— —

Ice	Fire	Ice	Earth	Cutting	Pierce
0.5	0.5	0.5	0	0.5	0.5

Gold	3	Item	Cold nuts (12%)

They charge forward, spears in hand. They appear in groups, and each moves around violently, making it difficult to hit them all at once. It's best to use Hawk or Gajarg, which can attack quickly, to take them down one by one, rather than using Fawkes, which has a wide attack range.

Combat information

	—
	—
	30
	—
	9 +1

Karma appearance conditions		Effect
Karma 1 from the beginning	Absorb 5 Azura IDs	—
Karma 2 Release 1 free 1	Absorb 8 Azura IDs	—
Karma 3 from the beginning	Use 5 cold berries	Consumption of Kookaburra
Karma 4 3 released	Defeat 5 Anoon in Azuray	—

Attack name	All Hits / Hit All Hits Affect		
Slashed downward	1		1
Body 2nd stage	1	—	1
Beam	1	—	1
—	1		1

This is a series of attacks using a spear, and it has a long range for a close-range attack. If the enemy is also using close-range attacks, you can attack from outside their range by using the tip of the spear to hit them. Note that you are forced to use this in the quest "Stray Anoon (P.057)", so it is a good idea to upgrade it before accepting the quest.

Afunk

Afanc

Combat commentary

HP	140					
	45 or less					
	—					
	—					
	Timing (70 seconds					48
Attack method	moving down				0.75	—
	nose hammer				0.5	—
	ice shard				ice 0.75	—
	—					
	Name	Name	ice	earth	attack	electricity
	0.5	0.5	0	0	0.6	0.5
Drop level	22	Number	5	Item	Warm nuts (15%)	

It swings the hammer attached to its nose from side to side or slams it into the ground to create ice sheets. It's dangerous to engage in close combat, so attack from a distance with Bullseye or Brumbear. Afunk's movements are slow, so there's little need to worry about it closing the distance.

Causative explanation

	Normal type
	20→25
	25→30
	30

Karma appearance conditions	Karma value at release	Effect
Karma 1 from the beginning	Absorb 3 Afunk IDs	
Karma 2 from the beginning	Use 5 cold berries.	
Karma 3 from the beginning	Defeat 10 Fawkes in Afunk	Increases both attack power by 3
Karma 4 3 released	Defeat 15 Bogarts in Afank	

Attack form	50% A health	HP both sides attacker turn ha		
	1	1	1	
	—	—		
			—	

Swinging the hammer down creates an ice sheet. It can attack in all directions, but the hammer's wind-up motion has no hitbox, so using it at close range to an enemy may result in being interrupted before it can be activated. Maintain a good distance from enemies and use it to intercept approaching foes.

selkie

Selkie

Combat commentary

HP	110					
	Usually					48
	Earth 40 ID appears					80
	—					
Attack method	ice removal				ce	1.25
	Body					0.83
						1
		Name	ice	earth	attack	electricity
	0.5	0.6	0	0.5	0.5	0.5
Drop level	10	Number	4	Item	Pulsating nuts (15%,	

When you're far away, it will use Ice Drop, and when you're close, it will use Body Slam and Charm. Since Body Slam and Charm have a short range, it's best to fight it at close range. The recommended Fawkes is the Earth element Draguc. His attacks have a longer range than Selkie's and he can make ID appear.

Causative explanation

	Continuous hit 2 4
	15→20
	20→25
	25→20

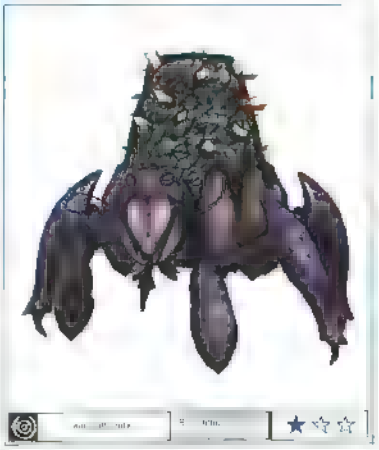
Karma appearance conditions		effect
Karma 1 from the beginning	Use 5 cold berries	
Karma 2 free 1	Defeat 5 Cushuks with Selkie	
Karma 3 from the beginning	Absorb 3 Selkie IDs	
Karma 4 3 released	Absorb 5 Selkie IDs	

Attack form			
	1	1	1
	1	1	
	1	1	1
	1	1	1

It generates an ice pillar in front of it. There's little recovery time before and after the attack, but it consumes a lot of MC, making it difficult to use frequently. Once you can summon it, first release Karma 1 to reduce the MC consumption. That way, you can perform a four-hit combo without using up your MC gauge.

drarch

Drarucu



Combat commentary

Usually			48
HP	150		20
45 or less			
Earth 25 + unable to act			

Attribute	Attribute coefficient	Attack coefficient
Earth	1.25	—
Fusion	None 0.625	
Mucus	0.1	1
—	—	

Fire	Ice	Earth	Lightning	Dark
0.5	0.5	0.5	0.5	0.5

22 | 5 | Warm nuts 15%

Attacks are ineffective while it's underground. First, attack its back, which is above ground, to lure it out. Attack from a distance, as being too close will risk being knocked back. Then, use items like Paulie to knock it down and inflict damage.

Caution/explanation

Normal type	
Medium-range attack	
25 +30	
30 +35	
60 +30	

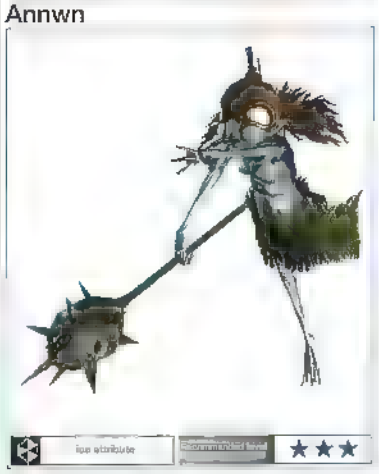
Karma	Release conditions	Effect
Karma 1	Karma from the beginning	Use one red liquid
Karma 2	Free 1	Defeat 5 Fawkes with Draluc
Karma 3 2 released		Defeat 5 Boggarts with Draluc
Karma 4	Free 3	Absorb 3 Draluc IDs

Attack name	Hit coefficient	Attribute coefficient	Hit
—	0.33	0.33	3
—	—		
—			

It can cause earthquakes to attack enemies in all directions and can also knock them down. Since there is no delay before the attack, it's good to use it to knock down enemies and escape when surrounded. Also, it consumes less MC than Paulie, which is also an Earth-elemental attack, it's recommended to use this against enemies that are only vulnerable to Earth elemental attacks.

Anun

Annwn



Combat commentary

Usually			48
HP	90		
50 or less			
—			

Attribute	Attribute coefficient	Attack coefficient
Thunder	0.5	
Ice	0.75	—
—		
—		

Fire	Ice	Ice	Dark	Lightning	Dark
0.5	0.5	0.25	0	0.6	0.5

6 | 3 | Cold nuts (15%)

They shoot chunks of ice from the staff they hold. The ice chunks are slow and can be easily dodged by moving left or right if they're fired individually, but it's dangerous if they're fired at you all at once. In this case, keep your distance to disperse the enemy group, and then take them down one by one with Pook or Hawk.

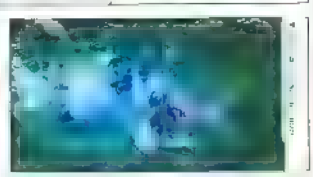
Caution/explanation

Continuous use 4	
15 +20	
20 +25	
8	

Karma	Release conditions	Effect
Karma from the beginning	Absorb 5 Anoon IDs	Consecutive use count
Karma 2	Free 1 Absorb 8 IDs of Anoon	Consecutive use count
Karma 3	Defeat 5 Azrael in Anoon	Increases both attack power by 5
Karma 4	Free 3 Use 5 cold berries	Increases both attack power by 5

Attack name	Hit coefficient	Attribute coefficient	Hit
—	1	1	
—	1	1	
—	1	1	
—	1	1	

It launches ice shards forward. It allows for quick, continuous attacks and has a decent range, enabling you to attack one target at a time from a safe position. Moreover, the ice shards penetrate enemies they hit, so if you use it when enemies are lined up in a straight line, you can deal damage to multiple enemies at once.



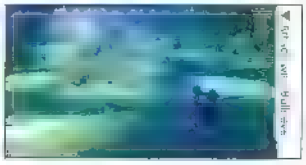
Oishki

Aughisky

Combat commentary

Usual			48		
HP	130				
45 or less					
Ice crystals			ice 0.833		
			ice 0.833		—
		ice	earth	cutting	destruction
	0.5	0.5	0	0.5	0.5	0.5
22		5		Warm nuts (15%)	

The ice chunks it drops when you get close have a wide attack range and are difficult to dodge. Also, when ice crystals appear around Oishki, you will take damage just by getting close. It is best to attack from a distance with Bullseye, where neither of its attacks can reach you.



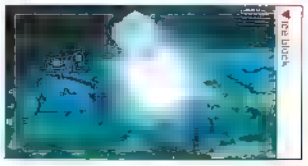
Causative explanation

Normal type				
Close range/range attack				
	30 ~35			
	35 ~40			
	20			

Karma appearance condition		release condition	effect
karma 1	free beginning	Absorb one Oishky ID	increase water attribute
karma 2	free 1	Absorb 3 Oishky IDs	
karma 3	free 2	Absorb 5 Oishky IDs	increase both attack power by 2
karma 4	free 3	Use 5 cold berries.	increase both attack power by 3

Attack name			
Normal attack	0.33	0.33	1
—			
	—	—	—

It attacks by launching chunks of ice into the air. The direction the chunks fly is random, so you can't aim, but releasing Karma should increase the number of chunks launched and make it easier to hit your target. Use it to distract enemies that fly around in the air, such as Urshuk and Kalma.



agaaga

Agar-Agar

Barrier attribute ★★★

Combat commentary

Balance (60 seconds)			48		
HP	350		80		
70 or less					
Ice ×3 Status Ailment					
Rotating attack		None	0.833	—	
Jelly bomb		None	1.45	—	
sticky gum		adhesive	0.1	2	
backlash attack		blast	0.41	—	
—		ice	earth	cutting	destruction
0	0	0	0	0	0
80		8		Green ore (15%)	

Normally, it nullifies attacks, and if attacked with anything other than fire or ice, it will split and multiply up to four times. The only way to damage it is to freeze it with an ice element attack and then attack it with a destruction element attack while it is frozen. It is recommended to use Anun for ice-element attacks and Gajarg for destruction-element attacks.

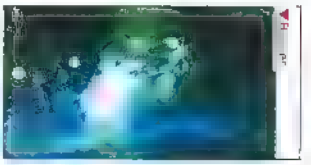
Causative explanation

Normal type				
barrier				
—				
50 ~30				

Karma	appearance condition	release condition	effect
Karma 1 from the beginning		Use one green quartz.	Damage taken decreases
karma 2	free 1	Use 3 green quartz crystals.	Consumption MP decreases
Karma 3 linked		Absorb 3 Agaaga IDs	Effect duration extends
—			

Attack name			
—			
—	—	—	—
—			

Keats creates a barrier around his body to reduce the damage he takes. It's useful when facing groups of enemies or when fighting Folklore, or in any situation where he is likely to take damage. However, the barrier disappears after about 10 seconds, so you'll need to reapply it frequently during long battles.



Exedra

Exedra

★★☆

Combat Commentary

HP	Timing: 70 seconds		48			
	600					
	90 or less					
	Flame: 250 → unable to act					
	Destruction: 200 → Falling from the air					
	–					
Attack method	Attack name	Attribute	Damage multiplier			
	gliding		0.625			
	gliding breath	ice	1.5			
	bite	ice 0.833				
		ice 0.833				
	breath	ice	1.5			
Defense		ice	earth	cutting		
	0	0	0	0	0	
Experience	100	Gold	10	Item		

It always flies high up, so our attacks can barely reach it. Therefore, first, let's hit it with Gargantua's cannonballs. After hitting it a few times, Exedra will fall to the ground and be knocked down. During this time, fire-based attacks are effective, so attack it with Hinky Punk or Volcano.

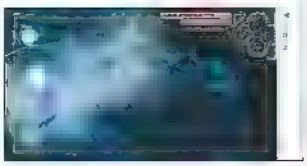
Causative explanation

Reservoir type	
–	
40 → 45	
45 → 50	
35 → 25	

Karma appearance conditions		effect
karma 1 (from the beginning)	Defeat 15 Fawkes in Exedra	
Karma 2.1 released	Defeat 10 Bougainvillea in Exedra	Charge stage +
Karma 3 (from the beginning)	Use 5 cold berries	
Karma 4.3 released	Use one golden ore	

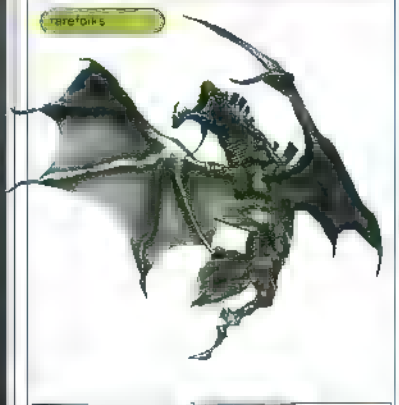
Attack name	HP consumption	Strength multiplier	
breath	1	1	1
			–
		–	–
–			

This attack unleashes powerful ice projectiles. Holding down the button charges the attack, increasing its range and allowing you to hit multiple enemies. However, you cannot move while charging, so make sure to keep your distance from enemies when charging and firing.



kraken

Kraken



ice attribute ★★☆

Combat Commentary

HP	Timing: 200 seconds		48			
	1000					
	90 or less					
	Flame: 250 → unable to act					
	Destruction: 200 → Falling from the air					
	–					
Attack method	Attack name	Attribute	Damage multiplier			
	gliding		1.25			
	gliding breath	ice	2.08			
	bite	ice 1.6				
		ice 1.6				
	breath	ice	2.08			
Defense		ice	earth	cutting		
	0	0	0	0	0	0
Experience	40	Gold	20	Item	radeite 20%	

Its behavior patterns are similar to Exedra's, and it flies at high altitudes. The fighting method is also similar: shoot it down with Gargantua, and then attack it with Hinky Punk while it's down. Since it has high HP and a long battle is unavoidable, do not try to attack it unnecessarily while it is attacking.

Subsequent explanation

Reservoir type	
long press type	
–	
30 → 35	
35 → 40	
50 → 45	

Karma appearance conditions		effect
karma 1 (from the beginning)	Defeat 10 Fawkes with the Kraken.	
Karma 2.1 released	Defeat 10 Bougainvillea with the Kraken	
karma 3 linked	Use 2 rubies	
karma 4	–	–

Attack name	HP consumption	Strength multiplier	
breath	0.6		
		–	–
–	–		

It breathes ice-elemental energy with a long range straight ahead. Holding down button 0.6 (unlimited) allows it to continue breathing fire, and the attack direction can be changed approximately 60° to the left or right. Therefore, it's useful both when you want to focus your attack on a single enemy and when you want to attack a group of enemies at once.

Brorahan

Brollachan

Non-attribute ★★☆

Combat commentary

External Return Country (P.037), Eternal Return Penalty Area ×3 (P.038), Brahma's Tower (P.040)

Overall	51
HP	95
55 or less	–
–	–
–	–

Attack name	Airborne HP		Stagger
Jump slash	None	0.55	–
big jump slash	None	0.47	–
low stance slash	–	0.62	
			–

Type	Flame	Ice	Earth	Cutting	Penetration
0.5	0.5	0.5		0.5	0.5

EXP earned: 10 | Obtained TP: 4 | Drop: Green ore (12%)

They wield machetes in both hands and attack with slashes. They aren't particularly dangerous individually, but they often appear in groups, making them difficult to deal with when surrounded. In such situations, use attacks that knock them down, or take them down one by one with consecutive attacks like Hawk's.

Causative explanation

Appearance conditions	Continuous play 26→28
Number of appearances	3

Karma appearance conditions		Effect
Karma at the beginning	Absorb 5 Brolahan IDs	
Karma 2 released	Absorb 10 Brolahan IDs	
karma 3 from the beginning	Defeat 15 Fawkes in Brolahan.	
Karma 4 3 released	Defeat 5 Scampins in Brolahan	

Attack name	HP		
Rapid consecutive attack	1		1
Consecutive attack	1		1
Consecutive attack	1		1
Jump attack	1		1

This character unleashes rapid, continuous attacks with their machete. They have high HP and attack power from the start, making them immediately useful. Their wide attack range to the left and right, allowing them to hit multiple enemies, is also a strong point. Their weakness is their short range. The fourth jumping slash, in particular, is difficult to land, so it might be better to avoid using it altogether.

Luduc

Luideag

Non-attribute ★★☆

Combat commentary

External Recurrence Penalty Area ×3 (P.038)

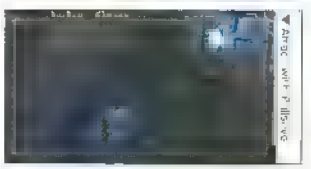
Overall	51
HP	200
60 or less	

Attack name		
Rotating slash	1	–
Attack Jump Slash	1	–
big jump slash	None 0.62	–
low stance slash	None 0.78	

Type	Flame	Ice	Earth	Cutting	Penetration
0.5	0.5	0.5	0.5	0.5	0.5

EXP earned: 27 | Obtained TP: 8 | Drop: Green ore (15%)

They often appear together with Brolahan, and if the battle drags on, Rudak may summon four more Brolahan. If you see both at the same time, defeat Rudak first. When attacking, it's safest to use Bullseye, which allows you to attack from outside the enemy's range.



Causative explanation

Appearance conditions	Continuous play 35→37
Number of appearances	5

Karma appearance conditions		Effect
karma 1	Absorb 3 of Rudak's IDs	
Karma 2 released	Defeat 10 Brolahan in Rudak	
karma 3 free 2	Defeat 10 Fawkes in Ludak	
Karma 4 3 released	Defeat one Fomor in Rudak	

Attack name	HP		
Rapid consecutive attack	1	–	1
Consecutive attack	1	–	1
Consecutive attack	1	–	1
Consecutive attack	1	–	1

While it has a relatively slow attack startup and short range compared to other continuous attacks, it boasts extremely high HP attack power. Moreover, it consumes little MC, making it easy to use frequently. It's especially well-suited for one-on-one battles against slow-moving enemies. Simply using Ludak repeatedly will allow you to quickly eliminate enemies.

"Gully Beggar"

Galley-Beggar

Combat commentary

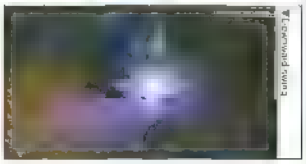
Eternal Recurrence P.037 Brahma's Tower DGH P.040

	Beat 30 second		51
HP	150		
	45 or less		
Attack	punch	Destruction 0.94	
	swing down		1.17

		ICE		lifting	
0.5	0.25	0.25	0.25	0.25	0.25

30	6	Pursuing nuts 15%

Initially, it disguises itself as a blue stone, but when Keats approaches, it takes shape and attacks. Its attacks, including swinging its arms down and around, are all powerful, making close combat dangerous. Fortunately, its attack range is short, so you should be able to defeat it safely by attacking it from a distance with Bullseye



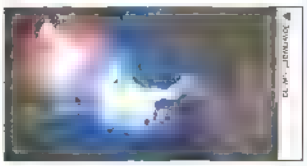
Causative explanation

Operation type	Normal type
	—
	45→55
	45→55
	35→25

Karma appearance conditions		effect
Karma 1		Absorb 5 Garry Beggar IDs
Karma 2		Defeat 15 Fawkes in Gally Begger
Karma 3 2 released		Defeat 3 Gladiolus with Garry Begger
Karma 4 linked		Use 1 undetermined

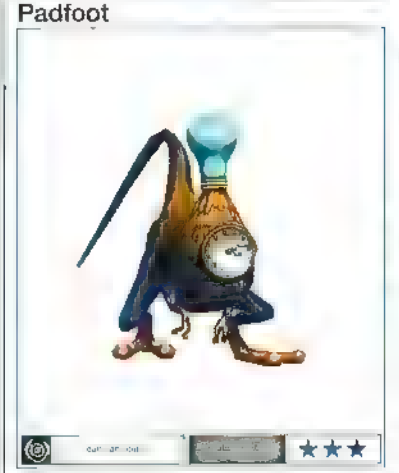
Attack data	Recommended attack level		
Swing down	1	1	1
—	—		
—			

After raising his fist high, he brings it down towards the ground. While it has high attack power, there is a large opening before the attack, making him vulnerable to enemy counterattacks. Therefore, use Brumbear or Draig beforehand. Knock the enemy down with these and then use Garrybegger when they are defenseless



pad foot

Padfoot



Combat commentary

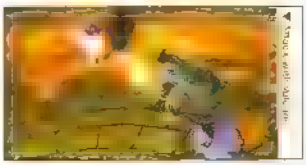
Eternal Recurrence P.038 Brahma's Tower BCDFGH P.040

	Usual		51
HP	130		
	75 or less		
Attack		earth	0.8

		ICE	earth	lifting	
1	1	0	0	0	0

12	6	Wasp nuts 15%

Padfoot attacks by generating earthquakes around it. The earthquakes last for a long time, and getting hit by them will knock you down, so it's not a good idea to engage in close combat. Use Volcano, which can attack from outside the earthquake's range, to deal damage unilaterally



Causative explanation

Operation type	Normal type
	—
	25→33
	30→38
	30→25

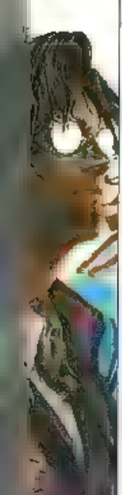
Karma appearance conditions		effect
Karma 1		Use 5 yellow powders.
Karma 2	free 1	Defeat 3 Cobra Knights with Padfoot
Karma 3 2 released		Absorb 8 Padfoot IDs
Karma 4 linked		Defeat 10 Pooks with Padfoot

Attack data	Recommended attack level		
	0.5	0.5	2
—	—		—

It generates an earthquake in front, knocking down any enemies it touches. Its attack range is wider than it looks, making it easy to hit enemies at a distance. Furthermore, the short recovery time before the attack makes it extremely useful in battles against groups of enemies. When used at close range, it hits twice, dealing sufficient damage

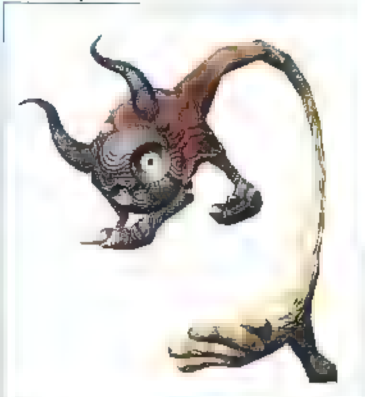
forks file

Keats Edition Infinite Corridor



slam pin

Thrumpin



Non attribute	[illegible]	★☆☆

Combat commentary

[illegible]	The Day of Eternal Return P036 The Tower of B[illegible] P041
[illegible]	usual
HP	90
[illegible]	55 or less
[illegible]	—
[illegible]	—
[illegible]	—
[illegible]	—

[illegible]	40

	Attack name	Attribute HP	[illegible]
[illegible]	[illegible]	None 0.5	—
[illegible]	front kick	None 0.5	
[illegible]	Body [illegible]	None 0.75	—
		—	—

	[illegible]	flame	ice	earth	cutting	[illegible]
[illegible]	0.5	0.5	0.5	0.5	0.5	0.5

[illegible]	10	[illegible]	3	[illegible]	Green powder 5%

Its movements are almost identical to the Killmoor that appear in the fairy world, and its attack range is short. Using Barghest or Padfoot, which have a wide attack range, will allow you to damage multiple enemies at once. When it appears with other enemies, you can leave defeating it for later

▼Attack with Padfoot

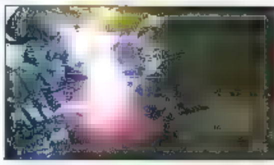
Causative explanation

[illegible]	Normal type
[illegible]	Mid-range/Charge attack
[illegible]	—
[illegible]	40 +55
[illegible]	—
[illegible]	10 +5

	Karma appearance conditions	[illegible]	effect
[illegible]	Karma [illegible] from the beginning	Absorb 5 Slampin IDs	[illegible]
	Karma 2 1 released	Defeat 10 Ki[illegible]moor with Slampin	[illegible]
	Karma 3 2 released	Absorb 10 Slampin IDs	[illegible]
	Karma 4 from the beginning	Use 5 warm nuts.	[illegible]

	Attack name	[illegible]	[illegible]	[illegible]
[illegible]	Knock it down'	1	-	1
	—	—	—	—
	—		—	—
		—	—	

This attack involves a forward charge, and while its attack range is narrow, it has a long range and excellent HP attack power. In addition, it has the effect of knocking down enemies, making it useful in one-on-one battles. A recommended strategy is to knock down the enemy with this attack and then follow up with a series of attacks using Hawk or Broiahan



▼Knock off

Hebetrot

Habetrot

[illegible]	[illegible]	★☆☆

Combat commentary

[illegible]	Eternal Recu[illegible] Order P037 Eternal Recurrence DEFG P038
[illegible]	Stop & Go 75 seconds
HP	250
[illegible]	80 or less
[illegible]	—
[illegible]	—
[illegible]	—
[illegible]	—

[illegible]	51
[illegible]	—

	Attack name	Attribute HP	[illegible]
[illegible]	[illegible]	None 0.62	—
[illegible]	weight drop	Earth 0.5	—
[illegible]	weight shock wave	Earth 0.75	—
		—	—

	[illegible]	flame	ice	[illegible]	cutting	[illegible]
[illegible]	0.25	0.25	0.75	0.25	0.25	0.25

[illegible]	120	[illegible]	8	[illegible]	Warm nuts 15%

It initially appears as a single entity, but each time you inflict damage it will create 2, 4, and then 8 clones. Each clone disappears after being hit once, so use wide-range attacks like Padfoot to take them all down at once. Once only the main body remains, get behind it and attack with Hawk or Broiahan

▼Attack with Padfoot

Causative explanation

[illegible]	Normal type
[illegible]	[illegible]
[illegible]	—
[illegible]	25 +30
[illegible]	25 +30
[illegible]	30 +25

	Karma appearance conditions		[illegible]	effect
[illegible]	karma 1	[illegible]	Absorb 3 Hebetrot IDs	[illegible]
	karma 2	[illegible]	Defeat 10 Fawkes in Hebetrot	[illegible]
	karma 3	free 2	Defeat 20 Fawkes in Hebetrot	[illegible]
	karma 4	free 3	use 5 green ores.	[illegible]

	Attack name	[illegible]	[illegible]	[illegible]
[illegible]	Weight drop	0.2	0.2	1
	Weight shock wave	0.55	0.55	1
		—		

Keats drops a weight in front of him, generating a shockwave that inflicts damage. While less powerful than Padfoot's earth-element attack, it reaches medium range, making it useful for targeting distant enemies. Use it strategically depending on the distance to your enemy.

▼Weight drop

Answerer

Answerer

Cutting attribute ★★☆

Combat commentary

Eternal Return P.037 Eternal Return Country P.038 Tower of Prayer P.040

HP	Overall	170			51		
	60 or less						
Attack	Attack name	Attack power					
	Cutting high	Cutting	0.62				
	cut off	cutting	0.62				
	Rebellion	cutting	0.62				
Guard		Slash	Flame	ICE	Earth	Cutting	Impact
		0.5	0.5	0.5	0.5	0	0.5
Drop		35		4		Yellow powder 15%	

It attacks with blades attached to its arms. The spinning slash it performs after making its right arm glows particularly troublesome, as your attacks become ineffective until it finishes this attack. You will take damage unilaterally if you engage in close combat, so attack from a distance with Bullseye or Brumbear.

Causative explanation

Attack power	Attack power	20 ~ 24	
	Continuous attack	20 ~ 24	
	Number of hits	6	
Karma release	Karma appearance conditions	release conditions	effect
	Karma from the beginning	Absorb 5 Ansara IDs	Number of consumable MC decreases
	Karma 2-1 released	Defeat 10 Fawkes in Answerer	
	Karma 3-2 released	Defeat 15 Fawkes in Answerer	Both attack power increased by
	Karma 4-3 released	Defeat one Barghest with Answerer	Both attack power increased by

Guard	Attack name	HP recovery	Attribute coefficient	
	Initial combo attack	1	1	1
	Combo second stage	1	1	1
	Upper attack	1	1	1
	Left and right rotating attack	1	1	1

It's one of the few continuous attacks with the slashing attribute. Because it consumes little MC, you can use all hits without running out of MC. While it has the drawbacks of a short range and a large recovery time before attacking, it is useful for Spriggans who frequently use slashing attacks. It should prove very useful in battles against Fresh Room.

spriggan

Spriggan

guard attribute ★★☆

Combat commentary

Eternal Recurrence Penalty Area 2 & 3 (P.038), Brahma's Tower Garden (P.040)

HP	Overall	Stop & Go: 56 seconds			51		
		190					
	60 or less						
Attack	Attack name	Attack power					
	punch	1.25					
	swing down		1.56				
Guard		Slash	Flame	ICE	Earth	Cutting	Impact
		0.25	0	0	0.5	0.5	0.5
Drop		35		6		Green Ogma 5%	

While the barrier is up, our attacks are ineffective. To remove this barrier, you need to make it stop moving. Spriggans stop when they attack, so first stand in front of them to bait them into attacking, dodge the attack, and then hit them with cutting attacks from Ogma or Ansara.

Causative explanation

Attack power	Attack type	long pass type	
	Continuous attack power		
	Attack speed	—	
	Range	—	
	Number of hits	30 ~ 20	
Karma release	Karma appearance conditions	release conditions	effect
	Karma from the beginning	Absorb 5 Spriggan IDs	Consumable MC decrease
	Karma 2-1 released	Use 5 yellow powders.	Power value
	Karma 3-2 released	Use 3 golden ores.	Number of hits increase
	—		—

Guard	Attack name	HP recovery	Attribute coefficient	
	—			—
		—	—	—

While holding down the button, you can guard against attacks from all directions any number of times. You can protect yourself from most attacks as long as your MC gauge lasts, but it consumes a lot of MC so you can't use it too often. Use it in time with enemy attacks to minimize MC consumption.

boggart

Boggart

HP	90
	53
quad chop	None 0.5
big hand attack	None 0.75

none	fire	ice	earth	cutting	
0.5	0.5	0.5	0.5	0.5	0.5

12 | 3 | Purple powder (12%)

It attacks by slamming its enlarged arms down. There is a large opening before it attacks, so if you land quick consecutive attacks with Hawk or Brolahan, you can defeat it before it attacks. Alternatively, you can attack it unilaterally from a distance using Bullseye.

Big hand attack

		23	
		5→1	

Karma appearance condition		effect
Karma 1	Absorb 5 Bogart IDs	
Karma 2	free 1	Absorb 10 Bogart IDs
Karma 3	Defeat 15 Fawkes in Bogart	
Karma 4 3 released	Defeat 15 Pooks with Bogart.	

	1	1
	1	1
	1	1
	1	1

This is a fast acting, continuous attack, but its HP attack power is lower than that of Hawk or Brolahan. Its biggest advantage is that as you release the karma, the MC cost will eventually drop to 1. Once that happens, even after using the high MC cost Fawkes, you can still perform a continuous attack with the remaining MC.

Urishuk

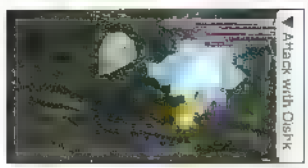
Urisk

HP	90
	53
flame bullet	Flame 1
scratching	None 0.45

0.5	0.5	0.5	0.5	0.5	0.5

15 | 4 | Golden ore (15%

It flies high up, making it almost impossible to reach with most attacks. Furthermore, only ice element attacks can reveal its ID. Therefore, use an ice element Selkie or Oishkie that can attack from above. These attacks will knock it down, allowing you to follow up with further attacks.

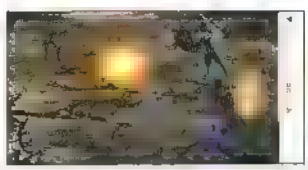

Attack with Oishki

	20	
	20	
	35 →25	

Karma appearance conditions		effect
Karma from the beginning	Use 5 warm hats	
Karma 2 1 released	Absorb 8 Ulishuk IDs	
Karma 3 2 released	Defeat 10 Fawkes in Ulishk	
Karma 4 3 released	Defeat 5 Origeeks in Urishuk	

	0.75	0.75	1
	0.75	0.75	1
Flame Bullet 3rd Stage (Karma 3)	0.75	0.75	1
—	—		

This attack fires incendiary projectiles at long range in front of the user. A pillar of fire erupts at the point of impact, damaging enemies that come into contact with it. Its short recovery time after attacking and high rate of fire are also attractive features. Initially, it can only fire single shots, but unlocking Karma levels 1 and 3 allows for three-shot bursts.



uri geek

Ulhgik

ce attribute ★☆☆

Combat comments

	usually					53
HP	90					
	—					
		Attack name	attribute			
		scratch	flame	0.45	—	
		ice bullet	ice	1	—	
		—	—	—	—	
	None	flame	ice	earth	cutting	debuff
	0.5	0.5	0.5	0.5	0.5	0.5
	15		4		Golden ore (15%)	

Since it's flying, first try to knock it down using Selkie or Oishki. Once it's down, you can attack it with the fire element Hinky Punk. Note that Uri geek's claws are difficult to dodge, so guard when it dives down

Causative explanation

	Normal type
	Medium range/range attack
	—
	15 ~20
	25 ~30
	25

Karma appearance conditions		effect
Karma 1 from the beginning	Absorb 5 Urigeek Ds	
Karma 2 1 released	Use 5 cold berries	
Karma 3 2 released	Defeat 5 or shukin Urigeek	
Karma 4 3 released	Defeat 10 Fawkes in Urigeek	

	0.45	0.45	1
		—	—
		—	—

It fires long-range ice projectiles forward. There is a slight delay before the attack, so use it from a certain distance from the enemy. Also, initially you can only fire one ice projectile, but once you unlock Karma 3, the number of ice projectiles increases to five. This allows you to attack multiple enemies at once

Koburanai

Coblynau

Combat comments

	The raging mountain (P.044)					
	usually					53
HP	110					20
	60 or less					
	—					
				earth	1	—
		Attack method	jump attack		None 1.32	
			temptation laser		—	2
					—	—
	None	flame	ice	earth	cutting	debuff
	0.5	0.5	0.5	0.25	0.5	0.5
	40		16		Golden ore (100%)	

It hides its body underground, with only the flower on its head protruding above ground. Attacking it will cause it to emerge above ground, making it vulnerable to attacks of all elements. While it resembles a mandragora in appearance, it has a wider variety of attack options, it's best to defeat it first with consecutive attacks like those from Pook

Causative explanation

	Normal type
	Medium range/range attack
	—
	25 ~30
	30 ~35
	25

Karma appearance conditions		effect
Karma 1 from the beginning	Use 5 yellow powders.	
Karma 2 free 1	Use 5 Pulsating Berries	
Karma 3 2 released	Absorb 5 Cobra Knight Ds	
Karma 4 linked	Defeat 10 Hawks in Cobra Night.	

	0.5	0.5	2
		—	—
—	—	—	
	—	—	

It slams the ground to create an earthquake in front, knocking down enemies. Its performance is similar to Hebetrot, but its strength lies in its ability to attack enemies at a greater distance. If you use this to knock down enemies before deploying Bullseye or similar weapons from a distance, you can fight more safely

Mandragora

Mandragora

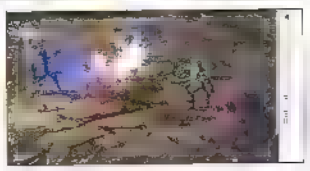
Combo Comments	
	53
	110
	60 or less
	jump attack None 0.94
	0.5 0.5 0.5 0.25 0.5 0.5
	12 3 Green crystal

Like the Cobra Nai, it usually hides underground, but will reveal its whole body if you attack the flower that is sticking out of the ground. After a while it will burrow back into the ground, so attack it quickly with a Hawk or Brolahan when it emerges from the ground to make sure you kill it

Causative explanation

	18→20	
	5→3	
karma 1	Absorb 3 Mandragora IDs	effect
Karma 2 1 released	Absorb 5 Mandragora IDs	
karma 3	Defeat 10 Fawkes with Mandragora	
Karma 4 3 released	Use 5 Pulsating Berries	

This is a series of attacks in which the mandragora charges forward. Among the series of attacks, it has a long range, making it useful when fighting enemies with strong range attacks, such as Bogarts and Karma. However, the attack range to the left and right is narrow, so it is difficult to attack multiple enemies at once. Avoid using it in chaotic battles



fomorian

Fomoire

Combo Comments	
	Beat for 5 seconds
	400
	90 or less
	53
	Attack right punch 1 1.13 0.88 earth 1.32
	0.25 0.25 ice 0.25 0.25 lifting 0.25 0.5
	120 8 Warm nuts (15%)

Its attack range is wide, and engaging in close combat could result in a painful counterattack. Fortunately, its range is not long, so it's best to attack it from a distance with Bullseye. However, be careful when the Fomorians flip up the ground; they'll immediately throw rocks at you, so block them with your guard

Causative explanation

	30→45	
	35→50	
	15	
Karma appearance conditions	Absorb one Fomorian ID	effect
Karma 2 1 released	Defeat 30 Fomorians	
Karma 3 2 released	Defeat one Fomor with another Fomor	
Karma 4 3 released	Defeat one Gargantuan Fomor	

A continuous attack where the user swings their left and right arms alternately. The attack range is extremely wide, reaching even behind the user. Even when surrounded by multiple enemies, this attack can be used to wipe them all out at once. It can also hit enemies in the air, making it effective for knocking down enemies like Keira and Onshuk

Kalmia

Kalmia

						53
HP		120				
		45 or less				
		Ice 140 ・Status effect ・ID appears				
		—				
		—				
Attack name	attribute					
energy field	—	0.94	—			
electric fall	None	0.94	—			
	—	—	—			
	—	—	—			
		Ice		cutting		
	0.5	0.5	0.5	0.5	0.5	0.5
30		3		Yellow powder (5%)		

It's floating high in the sky, making it difficult to hit with our attacks. So, let's go directly beneath Kalmia and use Oshki, whose attacks can reach even in the air. This attack will knock Kalmia down and freeze it at the same time, making it easier to land follow-up attacks.

Attack with Oshki

Causation explanation

Normal type	
lose angle range after ∨	
	40 ~45
	35 ~45

Karma appearance conditions	release condition	effect
Karma ~ for the beginning	Defeat 10 Bogarts in Kalmia	
Karma 2 released	Use 5 purple powders.	
Karma 3 from the beginning	Use 5 purple powders	
Karma 4 linked	Absorb 3 Kalmia IDs	

Attack name			
Energy field	0.4		3
—		—	—
—			
—	—	—	

Although its attack range is narrow, if you use it at close range, it can hit up to three times, dealing significant damage. The trick to increasing the number of hits is to corner the enemy against a wall before using it. This way, even if the enemy is knocked back, they will get stuck on the wall, ensuring that you get all three hits.

Energy field

behial

Beithir

		Back 40 seconds				53
HP		160				
		65 or less				
		—				
Attack name	attribute					
Kamaitachi	Cutting	0.94	—			
	utting					
swing down			—			
			—			
	None		Ice		cutting	
	0.5	0.5	0.5	0.5	0	0.5
46		5		Cold nuts (1%)		

At close range, it swings its scythe down, and at long range, it shoots wind blades. This enemy's only blind spot is behind it, so first, use dodging to get around it. From there, unleash a series of attacks, such as Hawk's, to quickly overwhelm it. When the enemy turns around, don't forget to get behind it again.

Kamaitachi

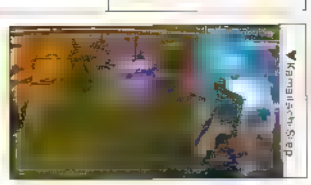
Causation explanation

Continuous use 2 ~4	
	20 ~25
	20 ~25
	25

Karma	Appearance conditions	release condition	effect
Karma 1	from the beginning	Defeat 5 Belidets in Behia	
Karma 2 released		Use 5 purple powders.	
Karma 3 2 released		Absorb 5 Behia IDs	
Karma 4 free 3		Defeat 20 Fawkes in Behia!	

	0.5	0.5	1
	0.5	0.5	1
Kamaitachi 3rd stage (Karma 3)	0.5	0.5	1
Kamaitachi 4th stage (Karma 4)	0.5	0.5	1

It fires wind-like projectiles that are slow but have a long range. Since it's difficult to hit fast-moving enemies, use it against large or slow-moving enemies. Furthermore, unlocking Karma levels 3 and 4 increases the number of consecutive attacks, allowing you to inflict massive damage in one go.


Kamaitachi 3rd

baguinis

Baogynis

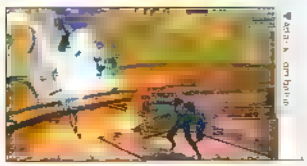
Combat commentary

Main spawn area	The Tower of [illegible]
	Stop & Go 45 seconds
HP	160
	65 or less
	—
	—
	—
HP attack power	53
Attack name	throw a sickle / continue hold / swing down
Attribute / attribute power	Cutting 0.94 / Cutting [illegible] / —

Runs	Jump	Ice	Water	Cutting	Destruction
0.5	0.5	0.5	0.5	[illegible]	0.5

EXP earned	46	Soul power	5	Green powder (15%

Since it moves the same way as Behial, the countermeasure is also the same. Just get behind it and attack it repeatedly with Hawk or Broiahan. However, if it appears together with Bogart, Bogart will interfere while you are attacking Beginis. In this case, take out Bogart first.



Attack from behind

Attribute: cutting attribute

Offensive explanation

Attack type	Continuous use 2 [illegible]
Attack power	18→28
	25→35
Attack count	6

Karma appearance conditions	release conditions	effect
Karma from the beginning	Absorb 5 Beginis Ds	[illegible]
karma 2 free 1	Defeat 20 Fawkes in Beginis.	Consecutive use [illegible]
[illegible] from the beginning	Use 5 purple powders	Increase both attack power by [illegible]
karma 4 free 3	Use 5 yellow powders	Increase both attack power by [illegible]

Attack name	Hit effect	Attack power	Hit range
1st stage of attack	1	1	1
2nd stage of attack	1	1	1
continuous use of 3rd stage (Karma 1) 0.6 + continuous use of 4th stage (Karma 2) 0.6	0.6	0.6	2
	0.6	0.6	2

This is a series of attacks where the character swings the scythe horizontally. Although there is a slight gap between attacks, the attack range is wide and can hit multiple enemies. Furthermore, by releasing karma, it becomes possible to perform up to four hits. However, the third and fourth hits are less powerful, so it is also a valid strategy to only use the first and second hits.

Veridet

Baolydead

Combat commentary

Main spawn area	Tower of Condemnation (P.044), Bridge of Imprisonment (P.045
	Stop & Go 45 seconds
HP	160
	65 or less
	—
	—
HP attack power	53
Attack name	throw a sickle / rush / swing down / —
Attribute / attribute power	[illegible] 0.94 / [illegible] 0.94 / None 0.75 / —

Runs	Jump	Ice	Water	Cutting	Destruction
0.5	0.5	0.5	0.5	0.5	0

EXP earned	46	Soul power	5	Warm nuts (15%)

The scythe-throwing attack is the most dangerous. It deals a lot of damage and will knock you down if it hits. First, try to knock Belidet down by hitting him multiple times with Paulie or Padfoot's attacks. Once you've immobilized him, you can then deal damage with a series of attacks.

Attribute: [illegible] attribute ★☆☆

Offensive explanation

Attack type	Normal type
	Mid-range/Charge attack
Attack power	40→50
	40→50
	25→20

Karma appearance conditions	release conditions	effect
Karma 1 from the beginning	Use 5 green powders	[illegible]
karma 2 free 1	Absorb 10 Belidet Ds	[illegible]
karma 3 free 2	Use 5 green orbs.	Increases both attack power by 3
karma 4 [illegible]	Defeat 5 Beginis in Belidet	Consumption MP decreases

Attack name	Hit effect	Attack power	Hit range
rush	0.5	0.5	2
—	—	—	—
—	—	—	—
—	—	—	—

The character charges forward, sweeping with a pole that has sickles at both ends. The charge covers a long distance, making it useful for closing the distance with enemies. Additionally, it can be followed up with a series of attacks using Pook or Hawk, making it effective for dealing massive damage in one go.

Durandal

Durandal

fire attribute ★★★

Combat commentary

Stop & Go: 150 seconds	53
HP: 500	
Ice: 80 + Status Ailment	
—	
—	

Attack Name	Attribute HP Coefficient Aerial Coefficient
flame bomb	flame 1.5
Ripper	None 0.94
rush	flame 1
Flying kick	Flame 0.94

0.5	0	0.1	0.5	0.5	0.5

140 | 10 | Warm nuts (15%)

Durandal will charge at you while pursuing Keats. Dodge this charge by moving left or right, then quickly get behind him and attack with ice elemental attacks like Anoon or Exedra. Durandal will then be frozen, so you can then hit him with earth-elemental attacks like Paulie or Padfoot.

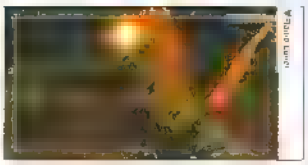
Offensive combination

	Normal type
	Long-range/area attack
	40 +50
	45 +55
	50

Karma appearance conditions		effect
Karma from the beginning	Defeat one Barghest with Durandal	
Karma 2-1 released	Defeat 5 Plotters with Duranda	
Karma 3 from the beginning	Use 5 green ores.	Increases both attack power by 2
Karma 4-3 released	Use 5 golden ores	

Attack name			
	0.5	0.5	1
	0.5	0.5	1
	—	—	—

This attack involves spitting out incendiary projectiles forward. Upon impact, they cause a massive explosion, hitting multiple enemies within the explosion's radius. Furthermore, it boasts high attack power and deals substantial damage. You'll want to unleash your karma to further increase its attack power and inflict even greater damage.



Terrancera

Telanthera

wind attribute ★☆☆

Combat commentary

Area-suppressing Mukmuk / Gale: Area-suppressing Meku (P.357)	
Usually	57
HP: 120	—
45 or less	
—	
—	
—	

Attack name	Attribute HP coefficient Aerial coefficient Guard coefficient
	Wind 0.52 —
Ice attack	Wind 0.7
Wind attack	Wind 0.7
—	

0.5	0.5	0.5	0.5	0.5	0.5

22 | 4 | Warm nuts (15%)

The wind blasts it scatters around itself transform into tornadoes after a certain amount of time or if you come into contact with them, and they remain in place for a while. Also, tornadoes are generated when Terranthera warps, so it's best not to get too close. Use Bullseye to attack from a distance.

Offensive combination

	Normal type
	Long-range/area attack
	30 +40
	—
	30 +25

karma		effect	
Karma 1 from the beginning	Defeat 5 Bullseyes in Terranthera.		
Karma 2-1 released	Defeat 3 Brumboars in Terransera.		
Karma 3-2 released	Defeat one Volcano in Terranthera.		
—	—	—	

Attack name			
	1		1
	—	—	—

This is a long-range attack that sends an arm-shaped shadow flying forward. Because this attack tracks enemies, it's easy to hit even fast or small enemies. However, there's a significant recovery time after the attack, so be sure to use it only when you're far enough away from your opponent.

bougainvillea

Bougainvillea

fire attribute

★☆☆

Combat commentary

Amatsugahara Kaikai (P.044) Amatsugahara Me (P.050)	
usually	57
HP 140	
45 or less	
—	
—	

Attack name	All hits	and All hits effect
flame wave	frame	0.87 —
burning	hits	1
—	Flame 0.87	
—	—	—

	None	flame	ice	electric	sticking	
	0	0	0.75	0	0	0

40 | 4 | Warm nuts (15%

It attacks by throwing incendiary projectiles. There are two patterns: one where it throws a single projectile that bounces, and another where it throws three projectiles simultaneously that explode upon impact. Both are difficult to dodge. Approach it, prepared to take some damage, and quickly finish it off with a series of ice-elemental attacks using Anuh

Abilities explanation

Normal type

Long range/area attack

35: +40
45: +50
50

Karma appearance conditions	effect
Karma 1 (from the beginning)	Defeat 10 Fawkes in Bougainvillea
Karma 2 (from the beginning)	use 15 warm nuts
Karma 3 linked	Absorb 5 Bougainvillea IDs
—	

Attack name			
attack level	0.45	0.45	1
—	-	-	-

It throws three incendiary projectiles forward simultaneously, creating pillars of fire at the point of impact. The projectiles fly in a parabolic arc, making them difficult to hit small enemies with. Conversely, against large enemies like Barghest or Fomorians, all projectiles can hit and inflict massive damage.

gladiolus

Gladiolus

Destruction attribute

Combat commentary

Amatsugahara CD (P.049)	
(beam) 6.0 seconds	57
HP 300	—
45 or less	
attacks are effective while incapacitated	
—	
—	

Attack name		
air dash attack		0.7
punch	distance	1
laser	Destruction 0.7	
—	—	—

	None	flame	ice	electric	sticking	
	0	0	0	0	0	0.5

XP earned: 55 | 5 | Green ore (15%

Both its massive punches and lasers that incinerate everything around it are powerful. Even if you try to keep your distance to avoid close combat, it will chase you down with aerial dash attacks. Focus on dodging its attacks and use the openings it creates after its attacks to counterattack with Ga arg

Abilities explanation

Normal type

Medium range/range attack

40: +48
40: +48
55

Karma appearance conditions	effect
karma 1 (from the beginning)	Absorb 3 Gladiolus IDs
Karma 2	Free 1
Karma 3 from the beginning	Defeat 25 Fawkes with Gladiolus.
—	—

Attack name			
laser	1	1	1
—	-	-	-

It fires a laser from left to right. Because there's a significant delay before attacking, it is recommended to use it to intercept enemies before they get close. Furthermore, unlocking its karma further enhances its already high attack power, eventually making it one of the top-tier attackers.

protea

Protea

ice attribute ★★☆

Battle commentary

[illegible]	Thought Shrine Day (P.051)
[illegible]	usually
HP	130
[illegible]	—
[illegible]	Frame 100 ID appears
[illegible]	—
[illegible]	—

[illegible]	57

Attack name	[illegible]	[illegible]	[illegible]
[illegible]	ice	1.22	—
press	ice	1	—
—	—	—	—
—	—	—	—

[illegible]	flame	ice	[illegible]	cutting	[illegible]
0.5	0.5	0	0.5	0.5	0.5

[illegible]	35	[illegible]	5	[illegible]	Green powder 15%

It floats high in the sky and summons plotters. It will fly away after a certain amount of time, so the only way to absorb its ID is to continuously hit it with fire-attribute attacks and quickly reduce its attribute durability. Use Agapanthus, which can easily hit flying targets, to launch a full-scale attack.

▼Breath

Executive explanation

[illegible]	long press type
[illegible]	Medium-to-long-range attack
[illegible]	—
[illegible]	20→30
[illegible]	30→40
[illegible]	30

Karma appearance conditions	[illegible]	effect
Karma from the beginning	Defeat three Bougainvillea with Protea	[illegible]
karma 2 1 released	Use 5 cold berries	[illegible]
Karma from the beginning	Absorb 5 Protea IDs	[illegible]
—	—	—

Attack name	[illegible]	[illegible]	[illegible]
breath	0.7	0.7	Unlimited
—	—	—	—
—	—	—	—
—	—	—	—

While the button is held down, it continuously breathes ice forward. Compared to the Kraken, which has similar abilities, its attack power is lower, but it consumes less MC. Moreover, if you unleash your karma, its attack range becomes about the same as the Kraken, so it's better to use this after upgrading it.

▼Breath

plotter

Protta

ice attribute

Battle commentary

[illegible]	Thought Shrine Day (P.051)
[illegible]	usually
HP	90
[illegible]	—
[illegible]	Frame 60 ID appears
[illegible]	—
[illegible]	—

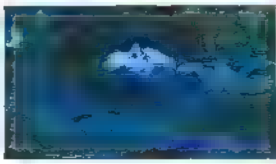
[illegible]	57

Attack name	[illegible]	[illegible]	[illegible]
Body slamming	ice	0.7	—
breath	ice	1	—
—	—	—	—
—	—	—	—

[illegible]	flame	ice	[illegible]	cutting	[illegible]
0.5	0.5	0	0.5	0.5	0.5

[illegible]	18	[illegible]	3	[illegible]	Cold nuts 15%

Their charge attacks are fast and they come in groups, making them difficult to dodge. Approach them first, take the initiative, and knock them down with Agapanthus. Note that even if you reduce their fire resistance to 0, their red ID will not appear while they are downed. To absorb their attacks, wait for them to get up from the knockdown.


▼Body hit

Executive explanation

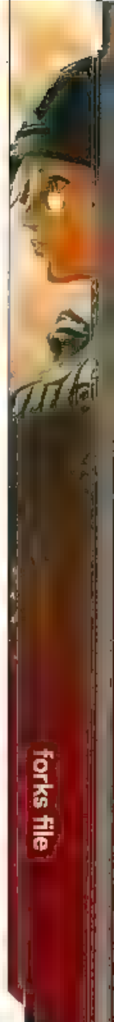
[illegible]	Normal type
[illegible]	Simultaneous use of
[illegible]	—
[illegible]	20
[illegible]	25
[illegible]	20

Karma appearance conditions	[illegible]	effect
Karma from the beginning	Absorb 3 plotter IDs	[illegible]
Karma 2 1 released	Absorb 5 plotter IDs	[illegible]
Karma 3 2 released	Absorb 10 plotter IDs	[illegible]
—	—	—

Attack name	[illegible]	[illegible]	[illegible]
Body attack	1	1	1
Body Slam (Karma 2)	0.6	0.6	1
Body Slam (Karma 2)	0.5	0.5	1
Body Slam (Karma 3)	0.4	0.4	1

It flies straight forward and rams into the enemy. Its range is fairly long, but its weakness is its narrow attack range to the left and right. This can be compensated for by releasing its karma. Releasing the karma will allow up to four of them to fly side by side, enabling them to attack groups of enemies at once.

▼Body hit



agapanthus

Agapanthus

fire attribute ★★★

Battle commentary

Timing	Stop & Go: 80 seconds		57
HP	300		
	150 or less		
Attack name			
downhill	flame	1.4	—
rush		1	—
mowing down		1.2	—
duster		None 0.87	—

		ice	earth		
0	0	0	0	0	0.5

EXP earned	50	Drop rate	6	Item	green powder (S)

Until its armor is stripped away, only destructive attacks will work. First attack from behind with Gajarg or Fomor to make it harder for it to retaliate. Once you've dealt a certain amount of damage, its armor will come off and it will become vulnerable to attacks of any element. At that point, switch to Hawk or another weapon to finish it off.

Passive explanation

	Normal type
	—
	40
	45
	35→20

Karma	Karma acquisition conditions		effect
	Karma 1	Absorb 5 Agapanthus IDs from the start	
	karma 2	Defeat 10 Fawkes with Agapanthus	Consumption VC3 decreases
	karma 3	free 2 Use 10 green powders	
	—	—	—

Attack name			
"Downhill"	0.5	0.5	2
Attack fire	0.8	0.8	1
—			
—			

He slams his raised right arm into the ground, creating a pillar of fire. Both the raised arm and the pillar of fire can hit airborne enemies, making it extremely useful when fighting flying enemies like Plotters, Proteas, and Amaryllis. Moreover, it also has the effect of knocking down enemies that are hit.

bergamot

Bergamot

cutting attribute ★★☆

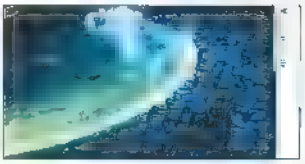
Battle commentary

Timing	50 seconds		57
HP	140		
Attack name			
		Cutting 0.52	—
breath	ice	1	—

		ice		cutting	
0.5	0.5	0.5	0.5	0.5	0.5

EXP earned	45	Drop rate	4	Item	Golden ore (S)

It breathes ice straight ahead and fires vacuum blades with a wide attack range to the left and right. When it fires the vacuum blades, it also retreats, so if you try to engage in close combat, you're likely to end up dodging your attacks while only getting hit by its own. Attack it from a distance with Bullseye.



Passive explanation

	Normal type
	—
	25→30
	30→35
	30→25

karma			effect
karma 1		Absorb 3 Bergamot IDs	
Karma 2 released		Defeat 10 Fawkes with bergamot	
karma 3	free 2	Defeat 5 Ammobium with Bergamot.	Increases both attack power by 3
—	—	—	—

Attack name			
vacuum blade	1	1	1
—			
—		—	—
—			

It generates a vacuum blade in a 180° angle in front of it. Because Keats himself steps forward before attacking, it has a fairly long range. Moreover, it also has the effect of knocking down enemies it hits. Fawkes is sure to be useful when dealing with groups of enemies.

ammobium

Ammobium

★★☆

Combat commentary

HP	130		57
	60 or less		

Attack name			
		1	
breath	ice	1	
—			—
	—	—	—

		ice			
0.5	0.5	0.5	0.5	0.5	0.5

45	3		Green ore (15%

They often appear at the same time as Bergamot, and their appearance and movements are very similar. Since they don't enter absorption mode, it's best to take them out first. You can knock them down with Paulie or Brumbear, or inflict damage by attacking them from a distance with Bullseye.

Fairy explanation

	Normal type
	30→37
	40→47
	20

Karma appearance conditions		effect
Karma 1 from the beginning	Absorb 3 Ammobium IDs	
Karma 2 1 released	Defeat 8 Fawkes with Ammobium	
Karma 3 2 released	Defeat one Andraste with an Ammobium	
—		—

Body Attack	1	1	1
			—
—			
	—	—	—

This attack involves charging straight ahead and has a relatively long range to a close-range attack. Its short recovery time after the attack allows for quick transitions to the next action, which is another attractive feature. When fighting enemies with powerful close-range attacks, such as Agapanthus, it's best to attack with Ammobium from outside their range.

▼Body hit

goggy

Goggie

★★☆

Combat commentary

HP	125		57
	25 or less		
	—		

Attack name			
dash attack		1	
breath	ice	1	
	—	—	—

		ice			
0.5	0.5	0.5	0.5	0.5	0.5

45	4	

You can defeat Goggie without taking any damage by attacking from its side or behind. The problem is that its HP is low when it appears as an ID, and if you deal too much damage and its HP drops to 0, it will transform into Amaryllis. To reliably absorb the ID, try dealing damage little by little with a Pook, which has low attack power.

▼Dash attack

Fairy explanation

	30→40
	8

Karma appearance conditions		effect
Karma 1 from the beginning	Defeat 6 Bergamots with Goggie	
Karma 2 from the beginning	Absorb 5 Goggie IDs	
Karma 3 2 released	Absorb 10 Goggie IDs	

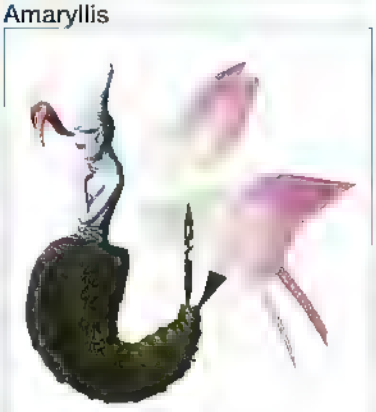
	1	—	1
	1		1
	1		1
	1		1

While Fawkes can perform consecutive attacks, his attack is slow to initiate. However, this drawback is more than compensated for by his exceptionally high HP and attack power. Furthermore, his horizontal attack range is wide, and he can even change direction while performing subsequent attacks. This makes him perfectly suited for group battles.

P.048 — P.053

amaryllis

Amaryllis



Ice attribute | Recommended level ★★★

Combat commentary

Stance: 180 seconds				57	
HP	200				
		Attack	Attribute	Attack coefficient	
			ice	1	
			ice	1.13	
	ice				
0.5	0.5	0	0.5	0.5	0.5
60		5		Kogyoku: 20%	

When Goggie's HP reaches 0, it transforms into this form. It moves between the air and the ground with its Fawkes, throwing ice powder when in the air and attacking with an ice sword when on the ground. Attack it with Agapanthus, which can hit both in the air and on the ground.

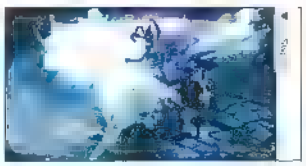
Offensive explanation

	Normal type
	Ice shine range attack
	35
	40
	25 +20

Karma appearance conditions	Karma effect	Effect
Karma 1	Use 5 rubies	
Karma 3 from the beginning	Absorb 3 Amaryllis Ds	
Karma 3 linked	Defeat 3 volcanoes with Amaryllis	
—		

Sword	0.3	0.3	4
—			
—			
—			

This attack involves spinning two ice swords to sweep around the user. The attack has a hitbox from the moment the swords appear, and their attacks in all directions, leaving no opening. Furthermore, if you unleash your karma to increase the number of swords and then use this attack after cornering the enemy against a wall, it becomes easier to land multiple hits.



This is the most powerful Forks!

Let's answer the question everyone is wondering: Which Forks is the most powerful? We've calculated the pure power of the attack using "attack power x coefficient" without considering the target's defense value (see the right for conditions). The table below ranks them based on this. We've also created a ranking that takes into account the efficiency of MC consumption. In this ranking, we divide the above calculation result by the MC consumption to calculate the power per 1 MC.

Conditions for ranking calculation

- Special Fawkes excluded
- Calculated without releasing karma
- For charge-type attacks, the calculation is based on the attack at the moment the rapid-fire type applies the first attack.
- For abilities that can unleash multiple attacks in a single use, the calculation uses the highest coefficient.
- Attacks that hit multiple times are all counted as one hit.

Power of the attack

1st Place: Gladiolus	[Destruction Attribute] 66
2nd place: Ammobium	[Destruction Attribute] 48
2nd place: Barguest	[Destruction Attribute] 48
2nd place: Bugaboo	[Non-attribute] 40
2nd place: Fomorian	
2nd place: Ryneck	[Non-attribute] 40
2nd place: Rudak	[Non-attribute] 40
8th place: Agapanthus	[Non-attribute] 35
9th place: Begg Bowler	[Water attribute] 35
0th place: Ambush	

Power of the attack

Gladiolus	[Destruction attribute] 74
2nd place: Ammobium	[Destruction Attribute] 48
2nd place: Barguest	[Destruction Attribute] 48
2nd place: Fomorian	[Destruction Attribute] 48
5th Place: Peg Bowler	[Water Attribute] 45
6th place: Gerbera	[Wind attribute] 40
6th place: Koburamai	[Temptation attribute] 40
6th place: Bubuly	[Wind attribute] 40
6th place: Bellwind	[Wind attribute] 40
6th place: Mabinogion	[Lightning attribute] 40

Power of the attack

Brorahan	[Non-attribute] 6.0
Pook	[Non-attribute] 5.0
3rd place: Ryneck	[Non-attribute] 4.0
4th place: Bogart	[Non-attribute] 3.5
5th place: Ga Bo	
Azure	[Non-attribute] 3.0
7th place: slam pin	[Non-attribute] 2.5
hawk	[Non-attribute] 2.5
9th place: Bullseye	[Non-attributes] 2.1
bugaboo	[No attributes] 2.0

Power of the attack

Ga Bo	3.1
2nd place: Henky	[Water attribute] 2.0
3rd place: Dgma	[Cutting attribute] 1.8
4th place: Answerer	[Cutting Attribute] 1.6
ge be a	Wind attribute
6th place: Ammobium	
Peg Bowler	[Water Attribute] 1.4
Bubbly	Wind attribute
8th place: Behrwind	Wind attribute] 1.3
Mab nogion	1.3

Power of the attack per 1 MC

Ranjuran	[No attribute 50
Gully Begga	
3rd place: Exedra	[Ice Attribute] 40
3rd place: Gladiolus	[Destruction Attribute] 40
3rd place: slam pin	Non-attribute] 40
3rd place: Trent	Non-attribute] 40
barguest	[Destruction Attribute] 40
8th place: Ludak	[Non-attribute] 35
9th place: Agapanthus	[Fire attribute] 32
10th place: Azura	[Non-attribute] 30

Power of the attack per 1 MC

1st place: Exedra	[Ice attribute] 45
st place: Gary Begger	[Non-attribute]
3rd place: Ammobium	[Destruction Attribute] 40
3rd place: Gladiolus	[Destruction Attribute] 40
3rd place: Barguest	[Destruction Attribute] 40
6th place: Agapanthus	38
7th place: Gargantua	[Destruction Attribute] 35
7th Fomorian	[Destruction Attribute] 35
9th place: Bergamot	[Cutting attribute] 30
10th place: Afunk	[Ice Attribute] 25

Power of the attack per 1 MC

Brorahan	Non-attribute] 8.7
Lobude	Non-attribute] 7.0
3rd place: Pook	Non-attribute] 5.0
4th place: Bogart	Non-attribute] 4.6
5th place: slam pin	Non-attribute] 4.0
6th place: Goggie	3.8
7th place: Mandragora	Non-attribute] 3.6
8th place: Azure	3.3
8th place: Answerer	[Cutting Attribute] 3.3
10th place: Begonia	[Cutting attribute] 3

Power of the attack per 1 MC

bagpuss	[Cutting Attribute] 4.2
2nd place: Answere	Cutting Attribute] 3.2
Hanky Punk	[Fire Attribute] 3.3
4th place: Anun	[Ice Attribute] 2.5
fomorian	[Destruction Attribute 2.3
ammobium	
Gajargu	[Destruction Attribute]
Exedra	[Ice attribute] 1.3
Gully Begger	[Destruction attribute] 1.3
7th place: Barguest	[Destruction attribute]

taslam

Tathlum

★★☆

Causative explanation

Cleared "Stray Anoon" (P.057)

	Normal type		30→40
			30→40
			60→50

Karma appearance condition		effect
Karma 1	Defeat 3 Andrastes in Taslam	
Karma 2	Defeat 15 Fawkes in Taslam	
Karma 3 2 released	Fawkes at Taslam	

attack name	HP coefficient	attribute coefficient	HP
Energy field	0.2	0.2	4
	0.4	0.4	1
—	—	—	—
—	—	—	—

He charges forward emitting an aura, and explodes after traveling a certain distance. The power of a single hit is small, but if it hits at close range, it can hit multiple times. However, during the charge, Keats himself is dragged forward and becomes temporarily uncontrollable, so avoid using it in chaotic battles.

Langelan

Langelaan

*No attribute ★☆☆

Causative explanation

Normal type

		50→60
		25→15

Karma appearance conditions		effect
Karma 1 from the beginning	Defeat 3 Draflucs in Ranjuran	
Karma 2	Use 3 Jade Ice	
Karma 3 2 released	Use 10 Pulsating Berries	

Crush	1	—	1
		—	—
—	—	—	—
—	—	—	—

After jumping forward, the attack hits a wide area with the impact of landing. It's an excellent attack with high HP attack power and low MG consumption, and these advantages can be further enhanced by releasing Karma. It should be usable in any situation against enemies that are weak to non-elemental attacks.

Yarskin

Yarthkins

Earth attribute ★☆☆

Causative explanation

Cleared "Hungry Behir (P.058)"

	Passive/Normal type		35→41
	Medium range/Long range attack		35→41
	—		40

Karma		effect
Karma 1	Yaskin Mandragora Defeat 5	
Karma 2 released	Yaskin Cobra Night Defeat 3	
Karma 3 linked	Use 10 green quartz crystals	Charges stage +1
—		

-	0.5	0.5	2
	0.4	0.4	3
	0.4	0.33	4
	—	—	—

He slams his fist into the ground, causing an earthquake that hits multiple times. Charging up power makes Yaskin grow larger (up to 3 stages), further increasing the number of hits. It's recommended to charge up power beforehand before enemies get close, then attack when they do.

arondite

Alonedite

Cutting attribute Recommended ★★★★

Causative explanation

Cleared "Flickering Flames" (P.058)

	Normal type		30→35
	Long range/Long range attack		30→35
	—		20→15

Karma appearance conditions		effect
Karma 1	Defeat 10 Fawkes with Arondight.	
Karma 2 Release 1	Use 10 green quartz crystals.	
Karma 3 Release 2	Defeat 3 Spriggans with Arondight	
—		—

Body attack	0.5	0.5	1
Slash attack	0.75	0.75	1
		—	

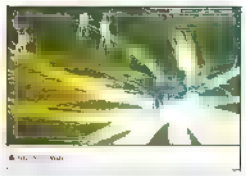
It fires a vacuum wave from its crest forward. It has an extremely long range and penetrates enemies it hits. However, its attack range to the left and right is narrow, making it difficult to hit many enemies at once. It is better to target one enemy at a time rather than trying to hit multiple enemies simultaneously.

Torfide

Truffid

Causative explanation

It generates countless vacuum waves in all directions. With an increased attack range, it can hit a considerable number of enemies. However, both its HP attack power and elemental attack power are relatively low. Furthermore, it consumes a lot of MC and cannot be used repeatedly, so you can't expect to deal significant damage. It's best used as an evasion tool when surrounded by enemies.



Leading attribute: Ice | Recommended level: ★☆☆

PSP integration
planned as of July 2007)

col brand

Colibrande

Causative explanation

It charges forward, knocking down any enemies it hits. If used when enemies are lined up in a straight line, it can take them all down at once. However, since Keats also moves forward when summoning, if you miss, you are vulnerable to counterattacks during the recovery period. Be sure to lock onto an enemy and use it when they are directly in front of you.

Leading attribute: ★☆☆

Accumulate defeat points in "Dungeon Trial"
The total exceeds 150,000

▲Body hit

Ranunculus

Rannunculus

Causative explanation

He swings his fists down in rapid succession. Among the Fawks who can perform consecutive attacks, his attack power is outstanding, and his attack speed is also on par with the others. However, if you perform all four hits, your MC gauge will be low, and you will not be able to chain into other attacks. If necessary, stop at the second or third hit.

Destruction attribute | Recommended level: ★★★

Interlocking with PSP
(Plans as of July 2007,

Valiant

Valiant

Causative explanation

It has high HP and high elemental attack power. Its attack method involves firing a cannon forward, which explodes around the point of impact. Unlike the similarly shaped Gargantua, the projectiles fly horizontally, making it easier to aim. However, it will miss if you get too close to the enemy, so use it from a certain distance.

Recommended level: ★☆☆

In Dungeon Trial, the total number of defeat points has exceeded 100,000

▲Energy Cannon

durga

Duergar

Causative explanation

Durgar performs a series of attacks with excellent HP and attack power. Its attack power is slightly lower than Ranunculus, which it has similar characteristics, but its MC cost is lower. In addition, the fourth hit of the series of attacks has the effect of knocking down the enemy. Among the characters that perform series of attacks, Durgar is arguably the easiest to use.

No attribute | Recommended level: ★★☆

In "Dungeon Trial," the total number of defeat points has exceeded 70,000

Alphard

Alphard

Causative explanation

By charging up power, you can increase the attack range, coefficient, and number of hits of your breath attack. It's best to charge up power while you're at a distance from the enemy and activate it when they come within range. When doing so, try to get the enemy as close as possible before using it, because hitting them at close range with the breath attack will result in multiple hits.

No attribute | Recommended level: ★☆☆

Upload a dungeon with 4500 or more dungeon points in "Dungeon Trial"

▲Fire breath

Folks INDEX

This is an index of the Folks introduced in the "Folks File" arranged alphabetically by name. Those in red are from Elena's collection, and those in blue are from Kea's collection. The text in brackets [] to the right of the name indicates the attribute, and the text in angle brackets <> indicates the category on the Folks Change screen.

agaaga	[Barrier attribute]	<Underwater city>	108
agapanthus	[Non-attribute]	<Man from another world>	093
agapanthus	[Flame attribute]	<Man from another world>	122
Askid a	[Barrier attribute]	<Underwater city>	078
Azuler	[Non-attribute]	<Underwater city>	075
Azuler	[Non-attribute]	<Underwater city>	105
Amun	[Ice attribute]	<Underwater city>	107
Afunk	[Ice attribute]	<Underwater city>	106
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A raune	[Cutting attribute]	<Underwater city>	078
arondite	[Cutting attribute]	<Quest>	125
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ammobium	[Destruction attribute]	<Man from another world>	123
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powley	[Earth attribute]	<Fairy world>	099
bugaboo	[Non-attribute]	<Fairy world>	066
bugaboo	[Non-attribute]	<Fairy world>	100
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bougainvillea	[Flame attribute]	<Man from another world>	120
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behlai	[Cutting attribute]	<Hell world>	117
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hawk	[Non-attribute]	<War world>	071
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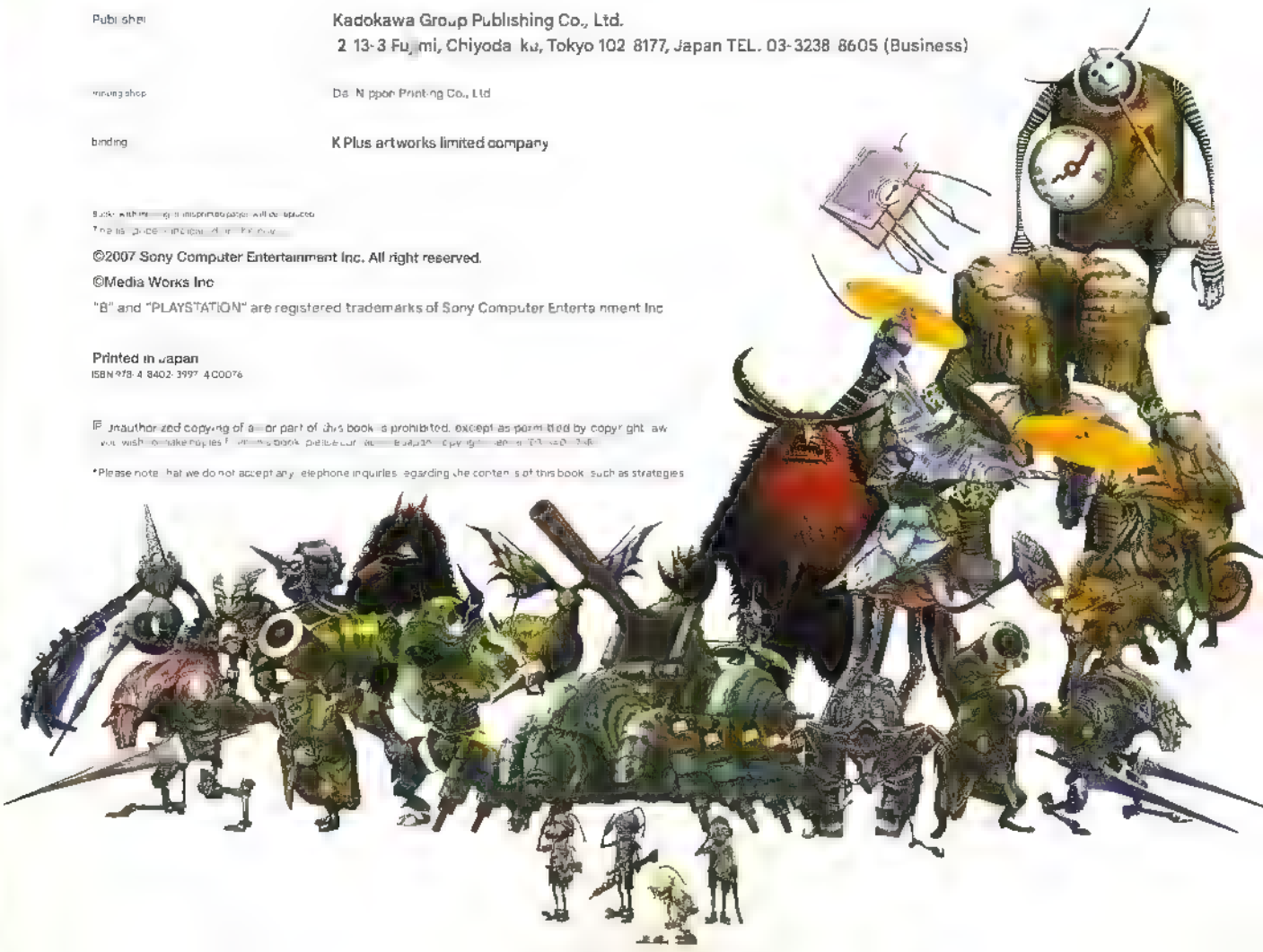

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